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NERV 江

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NERV

GOD'S IN HIS HEAVEN. ALL'S RIGHT WITH THE WORLD.

FOR YOUR EYES ONLY

機密

TOP SECRET

It has been 15 years since Second Impact.

An explosion in Antarctica vaporized the entire continent. The resulting tidal waves killed billions worldwide and flooded coastal regions of every continent. Worse yet, the very axis of the Earth itself was permanently shifted, causing a global climate change that devastated crops and added incredible strain to already decimated regions.

In the following devastation, many countries and governments collapsed entirely as the United Nations struggled to hold humanity together. Rioting and war became common as vital resources disappeared virtually overnight. The months following Second Impact left no one unscathed, and all told only half of the human race survived the disaster and following wars.

It was years before the situation stabilized enough for the UN to mount an expedition to ground zero to investigate the explosion. A report was published, proving that Second Impact was the result of a 4-inch meteorite traveling at 95% of the speed of light, much too small and traveling far too quickly to have been detected before its devastating collision with the Earth's South Pole. To this day, all but the most well-informed of individuals believe this.

In truth, Second Impact was caused by the awakening and subsequent defeat of a powerful being since labeled "Adam". A being older than life on Earth, and of extraterrestrial origin.

Adam was the first. He was not the last. Humanity is under threat again, and if even a single battle is lost it could mean the end of the entire human race.

That fate of the world is in your hands. Don't fuck it up.

What am I looking at?

Adeptus Evangelion is a fan made Roleplaying Game ruleset geared for running games inspired by the world of Neon Genesis Evangelion. Adeptus Evangelion, often shortened to AdEva, runs on a mostly d100 based system, while also using d10s and d6s to supplement. It's goal is to provide groups the tools to replicate much of the original Neon Genesis Evangelion series, but enough additional material and options to not require you to stick so close to the source material if you feel like choosing your own path and story.

The players take the role of the pilots of the Evangelions, colossal living chimeras of alien and human DNA, covered in armor and bent to Humanity's will. It is a dangerous position, where death is difficult but trauma and tragedy comes all too easily. Don't expect to escape the war with the Angel's unscathed. Your pilots will lose things in their fight against the Angels, only some of them willingly. But with a lot of effort, and a little luck, you might just find victory or survival. Some even get to have both.

Rebuild of Evangelion

The Rebuild of Evangelion (to be presented in a series of movies rather than a television series) represents a new, updated take on the world of Evangelion. Given the currently incomplete nature of the Rebuild, Adeptus Evangelion uses the original series as a base and will not take any special effort to represent Rebuild of Evangelion.

While Adeptus Evangelion will not reference the Rebuild of Evangelion, those movies may be used as inspiration and a proof-of-concept when it comes to running alternative Evangelion campaigns seeking to branch from the main series.
Version 3 of Adeptus Evangelion (the version you are reading now, don't check the cover) is specifically designed to be modular and relatively easy to customize. If you find yourself lacking options you want to include, speak to your GM and see if you can take advantage of that.

Chapter 1: The Second Impact World

The event known as Second Impact changed everything. There isn't a person alive who didn't lose someone during the event or the chaos that followed it, and the planet itself was forever changed by the force of the explosion. This chapter will attempt to provide a more comprehensive view of the effect of Second Impact on the world, and how the world of Evangelion differs from our own.

THE SECOND IMPACT

The Second Impact was a cataclysm which followed the mysterious "contact experiment" conducted by the Katsuragi Expedition in Antarctica on September 13, 2000. While the exact details of this experiment are unknown, the result was the complete and utter destruction of the continent of Antarctica.

Massive tidal waves radiated out from the former continent of Antarctica, smashing entire cities to splinters and drowning virtually everything in all but the highest or most secluded areas of South America, Africa and Australia. The tsunamis even reached as far as the British Isles, and though significantly reduced by the intervening distance still caused massive devastation. Many cities in the Northern Hemisphere (Such as virtually every city on the East Coast of North America) experienced destructive flash flooding.

Even worse than the tidal waves was the shock to the planet from the explosion itself. The force of the blast shifted the Earth, slightly changing its axis. While the environmental repercussions of this would not be felt for some time, the geological consequences were almost immediate. Mere minutes after the instant of the explosion, the stress suddenly placed on the crust and mantle from the South Pole caused Earthquakes across the globe, ranging from minor disturbances to massive catastrophes. Even worse were the frequent volcanic eruptions both during the Impact and for some months afterward. Special mention goes to the Yellowstone Caldera, which ejected some 47 cubic miles of rock and dust into the sky, which would take almost an entire decade to settle fully and plunged North America into chaos. Optimistic geologists, however, claim that the Second Impact spared the human race a cataclysmic repeat of the last time the Yellowstone Caldera erupted by setting it off early. On its previous eruption 640,000 years previous, the Yellowstone super volcano spewed approximately 240 cubic miles of rock into the sky.

WAR

The sudden, unexpected and truly devastating nature of the Second Impact threw the world into chaos. Over two billion had died in the first nineteen hours alone, and millions more were in need of crucial aid and supplies. However, the global tectonic activity had crippled nearly every nation on Earth, and systems of government around the globe collapsed under the strain.

While many records from this time were either lost, destroyed or based on inaccurate and inconsistent data, it is clear that refugees from the worst afflicted areas fled to neighboring regions in untold numbers. For already barely stable countries, this panicked human locust swarm was an obvious death sentence. Fighting broke out on the borders between various countries, followed by full-fledged massacres.

Nowhere was this fighting more intense than on the India-Pakistan border. In an effort to force neighboring countries to provide aid, extremist remains of the Indian government threatened the use of Nuclear Weapons. Thus provoked, Pakistan launched its own Weapons of Mass Destruction in a pre-emptive strike. The resulting exchange, added on top of the previous devastation, left the subcontinent in ruins and 15 years later still virtually uninhabited. This exchange triggered violent interventions and the sparking of tensions across the world. While the former Cold War nations avoided mutually assured destruction, several cities such as London and the original Tokyo (Tokyo-1) were destroyed within the first ten days after the Second Impact.

Thankfully the use of weapons of mass destruction was curbed early on, but the planet was plunged into war for months to come. The majority of these conflicts were a result of resource shortages and refugee crises, though pre-existing ethnic and political tensions often provided the critical spark to conflict.

In the months of combat, the devastated continents of South America and Africa seemed determined to destroy themselves, and the first world countries were scrambling to secure and protect as much as they could. China pushed forward its borders in several directions and made key acquisitions, while the United States and Canada formed a desperate alliance. Russia reclaimed several of its satellite nations from the Cold War, though not as much territory as it had hoped due to food shortages at home that forced them to consolidate their enlarged territory rather than expand it.

In the end, the chaos seemed destined to continue and escalate back to the levels of Weapons of Mass Destruction within the year. In a desperate attempt to curb this destruction, a coalition of several European nations (notably starting with England,

France and Germany) turned over their military forces to the United Nations. While only barely keeping lines of communication open between nations prior to this, the sudden increase in its military power gave the UN the might required to forcefully intervene in several out of control conflicts around the globe. Russia, having already stopped its territorial expansion and after securing the UN's guarantee that these new territories would not be touched, also joined this group. The United States, while previously opposing UN intervention in South America for nationalistic reasons, eventually admitted that with its own crises it lacked the resources to handle the South American problem on its own and joined as well.

The consolidation of these forces and others was finalized on February 14th, 2001 in the so-called Valentine Treaty. This event represented an end to the general hostilities and war that defined the six months after Second Impact, though small conflicts continued for some time and certain regional conflicts sparked during those months have continued unabated ever since.

RECONSTRUCTION

However, this was not the end of the troubles caused by Second Impact. In the intervening fifteen years, only 22% of South America, 49% of Africa, and 12% of Australia have undergone anything approaching reconstruction, mostly restricted to basic humanitarian aid. India, Pakistan, and many previously civilized areas of the aforementioned continents are still all but deserted, despite the general recession of the floods that originally devastated them. South America has permanently lost large portions of Brazil and Chile to the Sea, and the nations of Paraguay and Uruguay are entirely submerged to this day.

In other parts of the world, the damage from flash flooding and Earthquakes is all but erased. Notable instances include the reclamation of Boston, once completely flooded by the initial waves.

Unlike the flooding the volcanic activity has left lingering scars, especially in the United States Wyoming region.

However, the massive dust clouds that crippled plant growth in North America for years were only the tip of the iceberg of climate related troubles. With the shift in the Earth's axis, as well as the desalinization of the oceans resulting from the instantaneous melting of the Antarctic continent, the Earth experienced a massive climate shift. Much of Asia, notably China and Japan, has seen significant temperature increases, with Japan now appearing locked in what equated to its Pre-Impact summer weather at all times of the year. Russia as well has seen an increase of temperatures, though oddly most of Europe has seen heavier snowfall and a longer winter than normal. Large swathes of North America experience heavy rainfall almost all year round, and Central America is quickly turning into a roasting desert.

A CLOSER LOOK

North American Union

The North American Union is, technically speaking, still the two separate nations of the Unites States and Canada. However, due to the events of Second Impact, these two countries have become so interdependent that neither is capable of surviving without the other.

The United States was without a doubt the worst hit of the two during Second Impact. With massive devastation to all of its coastal cities, as well as the catastrophic eruption of the Yellowstone Caldera, the nation was suddenly thrust into dire straits. Worse yet, while the Head of State was safely evacuated prior to the tsunamis reaching Washington D.C., an undisclosed incident occurred not long afterwards. Officially, Air Force One crashed as a result of aeronautical complications resulting from the Second Impact, though the scientific basis for that claim has since been disproven by Russian scientists. Regardless, Martial Law was immediately declared within the United States of America by the remaining Chiefs of Staff as they scrambled to maintain control of the United States military and industrial assets and quell rioting across the nation.

The situation only became more unstable as refugees from central America flooded the United States, overwhelming the border and spilling into the Western US. Forces were deployed to the border with orders to shoot on sight, but the sheer number of bodies proved too strong and the refugees flooded the western United States. A great feat to perform in the best of times, the US was in no position to deal with this sudden influx and was forced to settle for setting up large camps to house the refugees away from American cities and towns for the sake of maintaining the peace. Meanwhile, Mexico itself collapsed into little more than a coalition of militias.

After control was reestablished, the United States found itself lacking the industrial support of its overseas allies, and was on the very edge of collapse. Desperate to become more self-sufficient as well as rebuild its ruined cities, America experienced a heavy shift from a service based economy to an industrial one. Making use of the sudden influx of cheap labor in the form of Mexican refugees, the United States set to work reclaiming and rebuilding its coastal cities. As a result, for the next twelve years of heavy reconstruction the American economy boomed, to the point of allowing it to establish a modest military of its own again while still supporting the forces that it had signed over to the UN.

However, in 2012, the reconstruction finished. Suddenly the United States economy, which had built itself around the rebuilding of its cities, plummeted into a massive recession as nearly 22% of its population found itself unemployed within the span of a few months despite attempts to channel the industrial workers into other fields. This blow to the United States economy has yet to balance itself out, and while the United States is still one of the more powerful nations in the world its economy is among the worst and is desperate for jobs.

This economic downturn was a major shock to the Canadian economy as well. As a result of Second Impact flooding that never truly receded, as well as increased rainfall, much of Canada has become wet marshland. Prompting a major changeover to wetland crops, Canada supported itself post-impact through massive food exports to still-devastated regions of the world, though its primary buyers was always the United States to the south (whose own agricultural capability was dealt a massive blow by the Yellowstone ash cloud that marred the skies of the western United States for years). When the American economy crashed, Canada desperately sought out other buyers. However, the UN's tight control over both sea and air travel made such exports prohibitively expensive.

PRESENT DAY

While intertwined, the United States and Canada provide two very different halves of the North American Union. The United States is known for is fantastically reclaimed and rebuilt cities, especially on the East Coast. Rebuilt almost from scratch with modern technology and aesthetics, many of these cities are near representations of certain "cities of the future" depicted by Pre-Impact visionaries. Only important landmarks of the various cities have been spared, instead being restored to something approaching their original appearance when possible. Despite rampant unemployment, the state has gone through great efforts to keep the streets of its great cities clean of unnecessary refuse, including the homeless.

However, the farther you travel from one of these cities the more obvious the effect of the United States economic situation is. All of the homeless and poor that would be normally expected in the cities have been instead forcibly removed to towns or camps on the edges of the suburbs. While encouraged by the government to form self-sufficient farming communities where possible, these areas serve as a primary recruitment pool for government funded manual labor and its small but growing military force. The atmosphere of the United States is very much one of enforced patriotism and optimism, though amounts of both decrease the farther you get from the pristine cities.

Canada, on the other hand, adapted to the results of Second Impact rather than recovered from it. Many Canadian cities have been reclaimed, but have been rebuilt piece by piece over time by the cheapest means available as opposed to the United States massive

reconstructive push. Both more rural and more liberal than the present-day United States, Canada has been forced recently to request that the United States tighten its security on its northern border as poor Americans continue to flow into Canada looking for work. Canada is unable to perform such an action itself, lacking any substantial military force of its own after the signing of the Valentine Treaty. It is likely that if Canada and the United States were not so co-dependent that Canadian resources would be under threat of seizure by force from their southern neighbors.

Russia

Due to the extreme distance in between itself and the devastating explosion in Antarctica, Russia was relatively unharmed by the Second Impact itself. While costal Russia did experience a shadow of the tidal waves the crippled much of the southern half of the world, the damage was considerably less and the landlocked regions of Russia were troubled only by earthquakes, which while widespread were relatively minor. As a result, where most other countries found themselves thrown into chaos Russia found itself merely inconvenienced.

With its military power intact, Russia took advantage of the weakened United States and the overextension of China to make large pushes into Kazakhstan and Eastern Europe. Sadly, dramatic weather changes at home (a result of the as-yet undiscovered shift in the Earth's axis) crippled Russian agriculture and lead to widespread famines on the home front. With food supplies dwindling, Russia was forced to halt its expansion and consolidate its resources a mere 3 months after second Impact. However, this did not remove Russia from the wars that followed. With the UN struggling to maintain lines of communication and the crippled United States turning inward to focus on its own problems, Russia suddenly found itself the only one equipped to intervene in the rising conflicts around the globe.

While Russia had little interest in intervening in such matters, threat of immediate joint nuclear retaliation from both the US and Russia was the primary deterrent to the use of weapons of mass destruction which halted their use following the initial nuclear exchanges Post-Impact. With the United States becoming more isolationist by the day, it was unclear if they would hold to their threats, and as tensions continued to rise around the globe another nuclear exchange on any front could spark a fire that would consume the globe.

For months, Russian forces deployed alongside UN troops to stabilize Europe and certain regions of Asia, though it is notable that Russian forces almost always deployed only in countries with weapons of mass destruction or regions that bordered them. This cooperation with the UN perhaps made Russia more pliable to the upcoming Valentine Treaty, which also gave the UN the power to fulfill the responsibility that was currently only Russia's by process of elimination.

PRESENT DAY

Quality of life in Russia has been improving slowly but steadily since the Valentine Treaty signing in 2001. With much of its own military power on loan to the UN, Russia was more than capable of redirecting its military funds to the task of stabilizing both itself and the territory it acquired after Second Impact.

While lacking the economic boom that defined the United States, as well as the industrial powerhouse of the Chinese Federation to the south, Russia has remained economically stable over the past decade and continued to benefit from its dealings with the United Nations.

Much of these dealings are for food, as Russia's weather patterns have since changed dramatically. The southern reaches of Russia often catch a mild version of the increasingly warm weather that plagues China. Despite proximity to the Chinese border, these areas are pleasant to live in.

However, farther north, the weather becomes erratic. In a cycle that has yet to fully stabilize itself many areas of Russia will experience droughts lasting many months followed by a wet and rainy season that quickly fills and then overflows the previously dry rivers. Worse yet, this precipitation is almost always in the form of snow, as regardless of the weather the climate itself seems to be growing colder almost in response to the increased temperatures to the south.

These weather anomalies have only further weakened Russian agriculture, and while artificial hydroponic farms manage to alleviate it somewhat, Russia is still forced to buy much of its food from the United Nations to keep its large populace consistently well fed. Much of this food likely comes from the UN work farms of Australia.

In return for this food, Russia has combined the RKA and the NSAU for a revitalized space program, which has worked alongside Nerv in recent years to prepare for the defense of the planet. There has not been a UN rocket that has reached orbit in the last nine years that was not built in Russia.

Chinese Federation

China's territorial borders and sphere of influence grew greatly before the Valentine Treaty, and has remained stable ever since. While once plagued by overpopulation, the mass devastation of Second Impact has left China with a much more manageable population. Officially, all of the territory that China absorbed during those military campaigns were absorbed into China to form a power base of stability to benefit them all. As such, China claims those nations still exist within the Chinese government, and call themselves the Chinese Federation.

Initially devastated by the tidal waves, coordinated Chinese action quickly managed to stabilize the country, or at least what passed for stability immediately after Second Impact. Perhaps unfortunately, much of the Chinese military remained intact after the initial destruction, and as many neighboring countries fell into chaos it was a simple matter to 'peaceably' step in and reestablish 'order'. Successfully annexed territories include North Korea and portions of South Korea, southern reaches of Mongolia as well as Nepal, Vietnam, Cambodia, Laos, Burma, Thailand and what remained of the livable reaches of India (all of which bore the brunt of the Second Impact tidal waves more than the Indonesian-sheltered China and which were in no position to resist China's strong military offensive). In the early days of the war, when it became obvious that Japan intended to lend support to nearby South Korea for use as a shield against the Chinese, a Chinese nuclear weapon destroyed Tokyo. Combined with their own losses from the Second Impact waves, this rendered Japan all but neutralized for the remainder of the post-Impact wars. Historians often speculate that Japan was only spared a Chinese annexation attempt by the territorial disputes China and Russia were engaged in at the time.

In any event, China provided a strong and powerful base, and was able to quickly win over many decimated regions through protection from armed bandit groups (some of which, in retrospect, carried a suspiciously large number of Chinese firearms) as well as aid and reconstruction of devastated regions. Through these actions China managed to gain not only territory but the support of many who lived there. However, such widespread territorial expansion by its Generals in the field was very much unsupported by the remaining Chinese government, and Chinese forces were spread very thin in an attempt to keep these newly acquired regions under control.

It was this unique combination of pro-democratic Chinese revolutionaries, resistance groups in the newly annexed territories and officers officially rebuked for their costly acquisitions that joined forces and toppled the Communist Chinese government. Between the post-impact devastation and the bulk of its defensive forces deployed along its border with Russia, the surviving government was in no position to resist the uprising, though loyalist military elements would plague the outskirts of China for years to come.

China, its back effectively broken, risked invasion by Russia that did not come only because of Russia's own notorious famines at the time. However, immediately after the fall of Communist China, many of the newly annexed territories attempted to break away which only added to the problems caused by the remaining loyalist elements. By this time, what would later be finalized by the Valentine Treaty had already begun to form in the UN, and one of the first exercises of its newfound military power was to intervene in China. In the signing of the

Valentine Treaty, faced by the UN's combined military might of the rest of the planet, China was forced to agree to certain reconstruction and quality of life goals for its newly annexed territories in return for the UN supporting China's claim to them and using UN forces to help put down the remaining resisting elements, a brief foreshadowing of the UN counterinsurgency programs to come. While enormously expensive at the time, the resulting stability in China and its annexed territory solidified its place as a global economic power, if several years behind the United States and Russia at the time.

However, China's luck ran low when the long term effects of the Second Impact became more apparent. With the shift in the Earth's axis, the same temperature rise that would lead to Japan's notorious perpetual summer quickly began to cripple Chinese food production. Long-term ecological projections indicated that within a matter of years desertification would transform large swathes of Chinese Federation land into arid wasteland, devastating the nation's agricultural capabilities and resulting in widespread famine..

Desperate to prepare for this calamity, China appealed to the UN to sell China rights to the re-colonization of Australia. Under a number of restrictions and conditions (some of which would not be apparent for years to come) the UN agreed.

PRESENT DAY

Years after the signing of the Valentine Treaty, whether life in China has improved is very much dependent on where you look. On an individual scale, life in China is marginally better than its pre-Impact days in most regions; through many outlying towns still bear the marks of Second Impact related disasters or the massacres that followed them. While UN intervention has brought stability to the region, small resistance groups are still not uncommon even though open military action has become fairly rare in recent years. Even so, in the annexed territories resentment of China is almost universal as a cultural element, though some hold fast to the idea that China is truly a federation and that their countries are represented in its fledgling Republic.

Despite certain social and cultural setbacks, the newly formed Chinese Federation was quick to establish order and put its newly acquired resources to good use. Initially only invested in re-establishing its economic power, this efficient workforce was later contracted by the UN as a primary manufacturer for most goods, be they military or commercial in nature.

As an extension of those contracts, while China receives fairly limited information about the Evangelions themselves China is the primary manufacturer of nearly all Nerv commissioned Evangelion-scale weaponry. Nerv itself may research the technology and assemble the prototypes, but it is almost certain that the individual parts

were made in China and the ammunition comes from a Chinese factory. As a result, China has access to much of the UN's cutting edge research. While it may not seem it from the products commonly available to its citizens, China is the most technologically advanced of any individual nation, technologically inferior to the UN and Nerv only.

United Nations

Previously a decision making body rather than a power in its own right, post-ratification of the Valentine Treaty the United Nations of 2015 is unlike anything that could have been expected before the traumas of Second Impact. With the signing of the Valentine Treaty, the United Nations gained control of the major military assets of many of its member nations, including Russia, China and the United States. With this combined military power it was more than capable of establishing order in chaotic regions by force.

However, who exactly has this power is a matter of some debate. The United Nations Secretariat Building and the UN headquarters built around it were lost with the rest of New York City during the Second Impact. Between this critical loss and the ensuing wars that engulfed the planet, the decision making body that used to be the UN did not officially meet until the signing of the Valentine Treaty, by which time the UN itself was already acting independently. While the United Nations is undisputedly still a multinational organization, exactly how it survived through Second Impact to achieve its current power is far from clear. Nevertheless, even armed with decade old weaponry from a dozen different countries, the United Nations still represents the dominant military and economic power in the post Second Impact world.

In addition to this military power, the United Nations maintains a stringent regulation of overseas transportation that adds to its influence and power. Post-Valentine Treaty, the United Nations has the only official navy left on the planet, made up of ships forfeited by its member nations. While initially of little worth due to a lack of standardized resources and ammunition, this previously engorged navy has since been reduced to a much more manageable size and its ammunitions requirements standardized for better resource management. This navy leaves the United Nations the masters of the sea, and they may restrict its use as much as they wish. That said, many can and do travel outside the UN regulated waters, but at their own peril. With equally strict UN regulation of air travel, many previously flown resources are forced to travel by sea instead, which has resulted in an increase in pirate activity. While the UN takes efforts to find and eliminate these pirate elements, they make use of them to punctuate the importance of using UN regulated trade lanes.

This naval power also provides the UN with its primary means of dealing with dissenting elements: long range naval bombardment. When this proves ineffective, the now-iconic United Nations counterinsurgency teams are deployed, an increasingly common sight in regions where their presence is not strictly necessary.

In this new organization of the UN the United States, Russia, and the Chinese Federation are all members, though unlike the rest of the world they have the might required to oppose the UN should they wish to. The rest of the world is more or less subservient to the UNs military might, and its control of the humanitarian aid and resources that it provides them.

Germany, Japan and France have risen to power within the structure of the UN. Germany especially was surprisingly quick to stabilize itself after Second Impact and, while it did not increase its territory during the chaos that followed it, gained an economic powerbase that has left it as arguably the most influential nation fully integrated into the UN.

Regions of note within the United Nations territories include:

Japan

With the Chinese annihilation of Tokyo (referred to today as Tokyo-1), Japan itself fell into a state of indecision. Much of Japan's resources were devoted to trying to reestablish its government and repair the damage done by the waves, and while economically stable it was predicted that Japan would soon fall by the wayside and become little more than a footnote in global politics. This made the UN decision to establish its new headquarters in Japan all the more surprising.

After the destruction of the United Nations Headquarters complex in New York during Second Impact, the UN required a new base of operations to re-solidify itself. America assumed that it would again play the part of host to the UN, and was shocked to hear that it would not have the opportunity. Given its economic strength and its role in initiating what would become the Valentine Treaty, most assumed that Germany would be the location of the new UN complex.

The world's surprise at the choice of location was even greater when it was revealed that the UN planned to commission an entirely new city in Japan to house this complex. Japanese plans for a Tokyo-2 had already existed, but were deemed too costly for immediate use. The UN decision changed that, and Tokyo-2 was built to house both the originally intended Japanese government and the world order that the UN was swiftly becoming.

To this day, what prompted the UN's bizarre choice of headquarters remains one of recent history's greatest mysteries.

Regardless of the motivation behind it, the focus of UN attention and resources on Japan has left is much better off than it would have been prior to the destruction of Tokyo-1, and considerably better than most nations in the world. One of the many results of this additional funding was Japan's development of the world's first Magi supercomputer system, since loaned to Nerv HQ.

England

Post-Impact England is a case of efficiency rising from tragedy. During the early days of the post-Impact resource wars, a nuclear weapon detonated beneath London without warning. There are many theories as to which side dealt this devastating blow, but in all the years since no one has claimed responsibility. The royal family and much of the government, including the prime minister, were killed in the attack. England found itself headless. In the ensuing chaos, an acting prime minister was appointed who prepared the country for a massive war effort to retaliate against the European enemies he was sure were responsible. One of his primary goals at the time was the reconstruction of the British navy, which had noticeably either lost or lost track of its entire submarine fleet during the Second Impact. While some ruined British submarines have since been found by salvage teams, many more are as-yet unaccounted for.

Despite the acting-Prime Minister's initial plans, it soon became evident that the real culprit was unknown and that conflict in Europe and the rest of the world was already over abundant. While the exact draw for England is unclear, it was a part of the initial transference of power to the United Nations that later culminated in the Valentine Treaty.

Modern England has benefitted greatly within the United Nations, and much of the trade that runs through Europe makes a stop on the shores of England. The English government itself has, in response to the loss of the Royal family, promoted a nationalistic England full of order and working for the benefit of England first. This growing sense of manifest destiny would seem to put England at odds with the United Nations, but thus far their goals have been concurrent rather than opposed.

Germany

Spared from the worst of the Second Impact's tectonic activity, Germany was almost untouched. At the time that other nations were just beginning to come to terms with the sudden tragedy, Germany was already stable and diverting resources to outlying regions. When Russia began to expand into Eastern Europe, Germany was equally quick to respond and began to reinforce nearby countries to counter the upcoming Russian offensive. Due to its notorious famine, Russia never quite reached Germany, but military projections on both sides predicted that Germany would be the focal point to oppose Russia if the war had continued.

When Russia halted its expansion to deal with its own resource issues, the German-allied countries were surprised to find the German government so willing to help stabilize the region and just as willing to withdraw its troops when asked. While few forced the Germans to leave (fearing what seemed an inevitable Russian resurgence) the offer alone helped strengthen the alliance and many regions found themselves in Germany's debt, both economically and in goodwill.

It was this goodwill that Germany later exploited to gather together the resources (both military and economic) to forfeit to the United Nations which would eventually become the Valentine Treaty. As such a primary contributor so early on (and other reasons that can only be guessed at) Germany successfully created for itself an enviable position within the UN. While the United Nations as an organization is technically separate from any one country, anyone who cares to look will notice that Germany has benefitted from UN resources on a scale rarely seen, and through use of such UN resources has managed to cultivate a tremendous amount of power within Europe and, recursively, the United Nations as a whole.

France

Another country to contribute to the Valentine Treaty early on and benefit greatly from it, France has become the single wealthiest country in Europe, bar none. While Germany, England and others may have had more actual power (be it industrial or political in nature) France's economic actions post Impact have left virtually no one without some debt to them, and they have since dominated trade within Europe.

By far the most recognizable expression of France's wealth was their purchase of Spain. Virtually ruined by the tidal waves and further crippled by changing weather patterns, Spain was forced to borrow money from France to such a degree that France was eventually able to simply purchase the land itself at only a minor inconvenience. The Spanish government has since been downgraded and absorbed into France, still semi-autonomous but only ruling the region in France's stead. Needless to say, the Spanish populace was far from pleased, and UN intervention was required to quell the revolution before it could ignite a full blown civil war. To this day, the Spanish are a prideful people quick to spit at the mention of France. But though are unlikely to admit it, quality of life in Spain has increased since its purchase.

France also technically owns what remains of drowned Portugal, which never recovered from the waves and is mostly flooded and unpopulated. Unlike Spain, France simply claimed ownership of Portugal and was never contested rather than any formal action. Left mostly to its

own devices, many anti-French revolutionaries that fled Spain have since taken root in Portugal, but it will yet be some time before they are in a position to do anything important.

Tasmania

The infamous UN stronghold Flammende Schwert, the entire island of Tasmania belongs to the United Nations for lack of anyone left on it to dispute the claim. Its shores lined with concrete bunkers and mounted guns, it is better defended than many post-Impact countries. While exactly what purpose it serves is unknown, it is also the UN's southernmost naval facility, and any expedition to Antarctica inevitably is guided through Flammende Schwert first.

The Middle East

 A region of turmoil through most of human history, the nations of the Middle East brought resounding closure to the region immediately after Second Impact. As the various powers of the world became involved in their own problems and campaigns, the nations of the Middle East found foreign support and intervention suddenly scarce. Tensions rose and sporadic firefights turned into open war almost as a matter of course. However, these were all rendered insignificant when Iran decided to take this opportunity to destroy Israel once and for all. After the first missiles launched from Pakistan, Iran chose this moment to reveal its own stockpile of weapons of mass destruction, in this case chemical rather than nuclear in nature. Israel did not survive, but that mattered little when Israel's so-called "Samson Option" went into effect. A second-strike full nuclear retaliation, Israel had never known which of its enemies would strike the final blow. So it settled on aiming its weapons at all enemies within range. The resulting bombardment killed millions, and left the Middle East an irradiated wasteland populated by little more than traveling bands of survivors killing each other for resources and trying to avoid the fallout as they make their way to more hospitable regions. Turkey, Egypt and Saudi Arabia have all long since stopped accepting such refugees, and instead shoot them on sight as a deterrent. This leads many to attempt travel to China through India. Few survive the trip.

Central America

 Little more than a series of United Nations naval bases now, Central America was all but wiped clean by the waves of Second Impact. While there were survivor groups on the mainland, the same could not be said for Cuba, Haiti and the Dominican Republic. Other areas, like the Caribbean islands, have permanently been claimed by the sea, though they provide occasional remainders of their existence as shipping hazards.

Australia

The continent of Australia was, without a doubt, the hardest hit by the Second Impact save for Antarctica itself (which vaporized). Being so far south, Australia caught the full force of the devastating tidal waves across its southern edge, and in some areas the waves reached as far as 14 kilometers inland, with the resulting waters flooding considerably further in the aftermath. Even the coastal regions in the lee of the waves were not unharmed, stricken by flash flooding and turbulent waters. Even those areas spared the initial waves were not left unscathed as the East Australia hotspot suddenly became dangerously active from the sheer tectonic stress of Second Impact. Virtually the entire Newer Volcanics Province experienced eruptions within mere hours after the Second Impact. Worse yet, as typical of the East Australia hotspot, the majority of these eruptions were Phreatomagmatic, massive underground explosions caused by the interaction of lava and water which scarred the landscape with colossal craters. Survivor's accounts of the Second Impact in Australia claim that on the day of the Impact, houses or windows (depending on location) were shattered by a tremendous thundering airburst from the south, and that the southern sky was lit by an ominous glow for several nights before dimming. That said, survivors were difficult to find as estimates place the number of Australians killed within the first 24 hours post Impact at roughly 12 million, more than 60% of Australia's total population at the time.

Worse affected were the many islands surrounding Australia, on which there were few survivors. Lush New Zealand was survived only by a handful of high-altitude subsistence farmers, and the entire western half of Indonesia (lacking the protective cover of Australia) was wiped clean, totaling in excess of 140 million dead from the waves alone and leaving Indonesia unable to support itself.

In the coming weeks and months, great flotillas of rafts full of desperate island survivors stormed the Australian shores in hopes of finding food and aid. All told, Australia suddenly found itself with more than 40 million new residents in a very short span of time. The resulting territorial dispute was arguably the bloodiest war that occurred during the Second Impact as the remaining Australians fought tooth and nail for every inch of land.

The war was ended only by the Darwin Accords in 2003, which was one of the first major demonstrations of the UN's newfound power. Forcing both parties to comply via threat of nuclear attack on any region that refused to agree to its terms, the United Nations granted the Indonesians everything west of Darwin, with Darwin itself and everything to its east remaining in the hands of Australia. However, their power thus demonstrated and Australia itself critically depopulated by the war, the

United Nations similarly forced through a number of similar resolutions that leased huge swaths of land to the UN for an indefinite period of time in return for paltry aid. Many of these regions would later become UN outposts (such the famous fortress city of Tasmania), with much of the remaining territory later being rented as farmland to the Chinese.

South America

The continent of South America lost much of its land to the sea and much of its population during what followed, but unlike Australia retained enough of a population so thoroughly engaged in fighting itself that the UN has been both unwilling and unable to intervene.

Virtually all of Argentina, Chile, Paraguay and most of Uruguay sank beneath the Second Impact tidal waves and never resurfaced. Brazil itself survived the waves, though its government and much of its population were not so lucky and the remaining Brazilians quickly turned on each other in a desperate scramble to secure resources. This conflict took years to resolve itself, and has reduced Brazil to a pseudo state much like Africa but considerably more peaceful. Bolivia, on the other hand, took the opportunity to collapse into a civil war which has yet to resolve itself.

In one of history's more surprising developments, South American stability (such as it is) has been maintained by Columbia in recent years. With the collapse of the global economy, the Cartels of Columbia realized that their ability to sell their product was greatly diminished. Rather than allow themselves to become powerless, they quickly assumed control of the government and established a dictatorial army which went on to conquer Venezuela and the ruined Ecuador. While these land grabs were not technically necessary, it gave the newly formed Colombian army ample opportunity to establish a reputation of merciless brutality that has kept the rest of South America wary for years. Colombian patrols wander freely through South America, and the justice they mete out is harsh, but effective at preventing the situation from destabilizing further.

Given the UN's own lack of interest in South America, it is unsurprising that Colombian troops are often found carrying United Nations commissioned firearms to promote the stability of the region.

Africa

It is no great secret that Africa was not in the best of situations prior to Second Impact, and the events resulting from the vaporization of Antarctica have hardly helped matters. The tidal waves alone were enough to deal South Africa a crippling blow from which it never recovered, and South Africa has long since been a failed state dominated by its increasingly overenthusiastic military.

While much of Africa was relatively unaffected by the geological and ecological disturbances, the shifting political tensions and the loss of UN aid for several years has led to the collapse of much of Africa, with a handful of islands of stability still visible.

For the most part, Africa has dissolved into two psuedostates cut in half by the "Niger Line", a poorly defined border that stretches across Africa that is more or less equivalent to the former northern Nigerian border. These two psuedostates have no discernible government and the only significant unifying force among them is an inexplicable hatred for their counterparts across the Niger Line. While infighting is still common, these northern and southern groups are known to band together to lead strikes across the line, though what they actually gain from this is often ill defined at best.

But not all of Africa has fallen into chaos. Despite their previous territorial disputes, Libya and Egypt have made an alliance of necessity which has managed to prevent either of them from falling to the endless hungry mobs or the warlords that arm them. Algeria stands alone, but on the brink of collapse and is not expected to last out the year.

Saudi Arabia, despite its losses, is nominally better off than it was pre-Impact as its oil resources have never been more valuable given the irradiation of the Middle East. Wealthier than ever, Saudi Arabia maintains a relatively small but hyper-competent defensive force that has safely maintained its borders for years.

PRESENT DAY

With the exception of the moderately stable Egypt and Libya and the effluent Saudi Arabia, Africa is a land plagued by war, famine and disease. Attempts to map the area are pointless, as many supposedly defined territories collapse within a matter of months, and many rarely last more than 2-3 years. While technically inaccurate, many still refer to regions of Africa by the pre-Impact countries, if only for the purposes of an internationally recognized key of locations.

The United Nations delivers token aid to Africa each year, and applies more than token force on a much more regular basis. Unable to stabilize any region of Africa with troops for more than a short period of time, the UN has long since settled for identifying power blocks that either continue to destabilize the region or threaten to unify it in a way that opposes the United Nations and shell them with the UN's considerable naval firepower. While not pleased about Saudi Arabia's well-funded military, the United Nations approves of its actions to hold Saudi Arabia's oil, a resource that the UN considers vital to maintain.

Nerv

Nerv is a paramilitary special agency nominally under the control of the United Nations. Nerv's official purpose is to lead the defense of mankind against the Angels, to stop them from initiating a Third Impact after the destruction that was wrought by Adam during Second Impact in 2000, through use of the Evangelions, which they constructed.

Officially, Nerv is a private organization under the direct supervision of the United Nations with limited authority over local administration, and to an extent United Nations military forces. However, Nerv is essentially an independent organization from the United Nations apart from matters of funding. As a result of conventional military forces' inability to defeat Angels, the effort to defeat them is often left at the discretion of Nerv's highest ranking personnel without direct external interference. Nerv is capable of guarding its own political position through whatever means necessary, including sabotaging a rival defense contractor's prototype combat robot, "Jet Alone".

Nerv's origins lie in the research organization known as Gehirn, which was renamed and reorganized into "Nerv" in 2010 after its original headquarters and the Magi supercomputers were completed. Unlike Gehirn, whose existence was officially a secret (with the UN Artificial Evolution Laboratory serving as a front), Nerv is semi-public.

Internal Organization

Nerv globally employs many thousands of people, including scientists, technicians, paramilitary security forces, and support staff.

The standard uniform for Nerv personnel is a khaki uniform with triangular patches at the shoulders. Personnel in command positions wear a monotone tunic. All Nerv personnel have a triangular clip over their uniform's left breast which denotes rank.

Tactical

Headed by: Nerv Operations Director

The Tactical Operations branch is responsible for coordinating the Evangelions in actual combat, as well as directing Nerv's conventional security forces and defense grid in battle against the Angels.

Nerv's internal security forces are tasked with defending the organization from terrorist attacks and other small-scale conventional threats: Nerv was intended to fight the Angels, not other humans. As a result, Nerv is actually ill-equipped to repulse a frontal assault by conventional human military forces. Security staff wear khaki uniforms like those of the operating staff, as well as red berets. They normally carry either MP5 or Uzi submachine guns.

Technical

Headed by: Nerv Lead Science Director

The Technical division is Nerv's science branch, responsible for the research and development of the Evangelions, as well as their maintenance and repair. It also analyzes scientific data obtained about the Angels, attempting to gain greater insight into them to aid the Tactical division in defeating the Angels.

Each Nerv facility hosts a large corps of mechanics, electricians and other staff dedicated to maintenance, repair and construction. The standard tech uniform consists of orange coveralls and a cap.

Those involved in actual research and development and Eva testing wear the standard khaki Nerv uniforms.

Other Divisions

Section-2 (Intelligence): Information collection and analysis are handled by the black-suited agents of the Nerv Department of Security Intelligence, as are the surveillance and protection of key personnel. Those familiar with them often simply call it Sec2, as opposed to it's full name.

Public Relations: Nerv has its own PR subsection, which handles propaganda and media blackouts directed towards the general public to control information about the Angels and Evangelions.

Chapter 2: The Basics

Tests and Target Numbers

Every RPG has a core resolution mechanic, the means by which success and failure are decided. For Adeptus Evangelion, that mechanic is referred to as a Test. Tests consist of a roll of a d100, and are always associated with a particular Score of the character, such as a skill.

In addition to the Score, certain modifiers can and will impact the success chance of the roll. Any Bonus to the Test (usually between +10 and +30) is added onto the Score that is being tested before the roll is made for the purpose of the test. The resulting value is known as the Target Number, or TN for short. For example: a Skill with a value of 35, rolled at a +10 Bonus, would have a Target Number of 45. Likewise that same skill, tested at a -20 penalty, would only have a TN of 15.

Determining success is then simple. Roll the d100, and then compare the result to the Target Number that results after all modifiers have been applied. If the result is equal to, or lesser than, the Target Number you have a success. If the roll result is above the TN, even by 1, then the Test has been failed.

In some cases, how well you succeeded or how badly you failed will also matter. In these cases, AdEva uses a Degree mechanic.

To determine Degrees, compare your roll to the TN of the test. If you succeeded the test, count up just how much lower than the target Number your roll was. For every 10 between the two values, you have achieved one Degree of Success. For example: If you had a Target Number of 65 and rolled a 29, the difference between the two is 36. So you would have achieved 3 Degrees of Success, the 'left over' 6 not benefiting you in any way.

Degrees of Failure are determined the same way when needed, instead counting how many 10s stand between the Target Number and your roll on a failed test.

Experience

It is Experience. Goddamn xp. You already know how this works, don't act like you don't. Experience generally is used to pay for things that change the mechanics of a character in a way that is relevant to combat, and is gained at regular intervals throughout the campaign based on the expected length of the game. For more information on exactly how much XP to assign each session, and how much Experience players should start the game with, GMs should see Scaling Your Campaign (GM Book).

Enrichment

Not all forms of advancement for a character are created equal. Pilots are expected to perform their combat duties, but a character is more than just a weapon (yes, even the Neo-Spartan). There are traits and skills for the character that are included to round them out and bring them closer to what the player feels like they should be, which serve a roleplaying purpose more than a combat optimization end. But in any system where both combat and roleplay options must draw from the same common pool, it is easy for players to feel constrained by the combat portion of the game when they would much rather buy something they feel suits their character as a character.

To this end, AdEva introduces a secondary resource that is separate from the normal pool of Experience. This new resource is known as Enrichment, and it exists to be spent on things that affect how a pilot lives more than how they fight.

Enrichment is gained much in the same way that Experience is, assigned at the end of every session. For more information on exactly how much E to assign each session, and how much Enrichment players should start the game with, GMs should see Scaling Your Campaign (GM Book).

Enrichment can be spent much like Experience is on Talents. Unlike most Talents which list their cost as 'xp', Enrichment costs are shown as a much smaller value of 'E'.

Luck

Evangelion pilots are children thrust into a high stress situation facing impossible odds. The deck is pretty stacked against them by the nature of the situation. If they want to come out the other side alive, sane, or victorious (pick two) they will need a lot of Luck on their side.

In Adeptus Evangelion, in addition to the fickle will of the dice themselves, Luck is a mechanical resource available to players. That distinction is important to the way luck is gained and used. By and large, Luck is not a resource available to the character and is not used by the character for in-character actions. Instead Luck serves as a resource available to the player, and its uses are largely of a metagame flavor.

Luck is granted to players in return for meeting roleplaying goals (such as roleplaying their Destrudo or Symptoms) or as a reward.

However, there is a limit to how much Luck can be gained by a player at a time. Aspects generally limit the amount of Luck they can produce per session to 1. On top of that, each Player has a hard limit to the amount of Luck that can be stored up at a time. This **Luck Pool** begins play with a maximum size of 3, and stays that way for the early portion of the game. Players eventually increase the maximum size of their Luck pool by 1 for each 100 experience that the character gains past 200 (having 4 Luck at 300 xp, 5 Luck at 400 xp, and so on).

Luck persists and remains available to the player until spent, regardless of the number of sessions since it was acquired. In the event that Luck would be gained while the player's Luck Pool is already at full capacity, that opportunity to gain Luck is wasted and no Luck is gained.

Luck, once gained, can be spent to Defy Fate.

Defy Fate and Doom

Defying Fate uses Luck to alter the events of play, if only in minor ways. Defy Fate can be used to enforce a beneficial coincidence or contrivance of plot, as well as save your character from Critical Injuries. While undeniably useful, using Defy Fate is not always without consequence and some uses of it can even make it harder to save your character from Critical Injury in the future. This is handed by the accumulation of **Doom**.

At the start of the campaign, each character begins with 0 Doom. As Doom is gained, the cost of certain uses of Defy Fate (usually to save the character) become more expensive. See the Defy Fate Table for which uses of Defy Fate are affected by, or increase the amount of, Doom.

Through this system, using Defy Fate to save a character might cost 1 Luck the first time, 2 Luck the second, etc. If the player does not have enough Luck to meet the cost, they may not Defy Fate. This means that the more often that a player generates Doom, the less likely they make it that they will have enough Luck on hand to Defy Fate when they need to in the future.

Between the normal variances of the cost to Defy Fate and the escalation of Doom, players will likely have to wait for some time before they can reasonably Defy Fate. Early in the game, players have a small Luck Pool size which makes it impossible to do anything but the most basic functions of Defy Fate. But as the game proceeds, that Luck Pool grows and the player unlocks both more powerful ways to Defy Fate and the ability to do it more often. At the start of a campaign the players may be limited in their options and control of the narrative, but by the endgame the players should be in a much stronger position to push events in a direction of their choosing.

Luck Cost	Effect
1	- Reroll a single Skill test that you have rolled, taking the reroll even if it is worse than the first. - Reroll a single attack roll (Eva Martial or Eva Firearms) that you have rolled, taking the reroll even if it is worse than the first. - Reroll damage for a single attack you have made, taking the new damage even if it is worse than the first. - Fuel an Asset, Talent, Upgrade or other ability that requires 1 Luck to activate.
1 + Doom	Save your character from Critical Injury by an indirect or unobservable cause, at the cost of gaining 1 Injury instead. Examples of this would be a Plug Breach that would kill a pilot, or that pilot being caught in a collapsing building or car crash. The pilot emerges in one piece, but not unharmed and perhaps in need of rescue. **Afterwards increase the Doom of the character by 1.**
2	- Change a minor feature of the environment to create an unreliable opportunity you can exploit with the proper roll. This does not solve a problem for you, just gives you a chance to solve the problem yourself. Examples include giving you a pipe that you can attempt to climb to escape a dead-end alley, or a momentary distraction that lets you Palm or Sneak without being observed. You can still fail, but you otherwise would not even have the chance to roll. - Reroll a Hit Effect rolled against you, taking the new result even if it is worse than the previous roll.
2 + Doom	Save your character from Critical Injury by an observable and direct source, such as being shot with a gun. In this case it is harder to say that the character escaped the attack should it hit, so the end result is that whatever would have dealt serious trauma misses entirely, is interrupted, or otherwise somehow fails. **Afterwards increase the Doom of the character by 1.**
3	Influence an event to have a perfectly reasonable detail or outcome for the situation that happens to be in your favor. This could be being dealt a winning hand in an important card game, establishing that you conveniently have a useful item like a flashlight on your person that you did not mention having before, or an altercation between you and a schoolyard bully being interrupted by an adult.
4	- Influence an event so it has an outcome or detail that is technically possible, but a stunning coincidence or contrivance. Examples include finding the password to a file system written down in an easy to find place, or a door to a restricted area being left unlocked by an unknown party, or a pair of guards being called away from their post. - Turning an already-successful skill test into an extraordinary success. Examples include an Arts test making a painting of great skill and detail, a Research test finding a treasure trove of valuable information, or a televised Sway test influencing public opinion on a nationwide scale. Such results are thematically appropriate for the skill to which they are associated, but accomplish results above and beyond what Degrees of Success normally account for. **Afterwards increase the Doom of the character by 1.**
5 + Doom	Influence and event or detail such that it contradicts or replaces an already established fact. Examples include a dead NPC being alive but badly injured, a room with no exits having a conveniently sized vent, or losing pursuers that were previously hot on your trail. **Afterwards increase the Doom of the character by 1.**

How NOT to Defy Fate

As a flexible mechanic, it is hard to specify the hard limits of Defy Fate. Instead, it is left up to the GM of the game to arbitrate what is and is not an acceptable use of the ability, as well as the exact Luck cost is (and what the consequences are) of a specific Defy Fate instance.

To that end, Defy Fate should be seen as a tool and not a heavy-handed solution. Spending Luck to simply declare themselves victorious is a mechanic that won't be fun for either the player or the GM, and certainly won't be good for a campaign.

Defy Fate cannot be used to assume control of a character other than your own. In a similar vein, GMs should feel free to reserve the right to provide a degree of protection to important, named NPCs as well. This goes doubly true if the proposed Defy Fate would contradict the motivations or backstory or such an NPC, or likewise reshape the state of the game world to an unwarranted degree. The PCs are undeniably main characters in the story, but they are not the only main characters.

Players cannot use Defy Fate to influence or change that which they do not know to exist in-game. A genre savvy player might see, for example, the existence of a shadowy organization pulling the strings and attempt to use Defy Fate to expose them early. But unless such an organization has already been hinted at in game, it would be unwarranted to allow this particular use of such a power as it replaces in-character exploration and action.

In a similar vein, Defy Fate should never be used in place of an already existing game mechanic. Allowing a player to use Defy Fate to do something effortlessly that would normally be under the domain of a particular skill not only devalues that skill, but spits in the face of any player that actually did invest in that skill. Given the mechanical density of combat, this often means that Defy Fate has limited use in combat situations.

Most importantly, despite Luck being a meta-resource, all instances of Defy Fate have to make some kind of sense in-game. They might be a stretch, or a ridiculous coincidence or even be something of a handwave explanation. But it should be clear to all players how such an event could happen or that a reasonable excuse for it does exist. Defy Fate should never be treated as a magic power, but rather as a narrative device benefiting the protagonists of the story that is the game.

If a proposed use of Defy Fate appears to be overstepping the bounds of the spirit of the ability, GMs have the right of refusal. In such a case no Luck is spent and no Doom is gained.

SIDEBAR - On Rerolls

There are multiple abilities in Adeptus Evangelion allow the player to reroll one of their rolls. By far the most common of these is the use of Luck, but Talents and Upgrades can allow for circumstantial or specific rerolls when prompted. In the case of more than one Reroll being capable of being applied to a single roll, the player must choose one of them and accept its results. For example, a Player could use the Double Barreled upgrade to reroll their Eva Firearms test once, but in doing so they give up the right to spend Luck to reroll that roll, even if their second roll is no better than the first.

Stamina

The Evangelions are nearly as fast as they are powerful, but even they have a limit as to what they can accomplish in a short time. This limitation is often the fault of the pilot within. Piloting an Evangelion is physically and mentally exhausting, due to the nature of the synchronization link and the Pilot feeling the body of the Evangelion as if it were their own.

At the start of each new Round, even before the player gets their Turn, each player gains 3 **Stamina** to spend how they see fit. Stamina can be spent on Actions (which can only be used during their Turn) or Reactions (which can be used when it is not their Turn, either before or after) with the Stamina cost of the (re)action directly relating to its complexity or difficulty. Stamina does not need to all be spent on your turn, and indeed some actions (known as Reaction Actions) require you to leave Stamina unspent so that the Reaction can be activated when it is not your turn. However, any unspent Stamina you have is wasted and removed whenever the current Round ends and the next Round begins.

In addition, there are multiple classes of Action which divide available actions into easily reference-able categories. The action classes are Attack, Movement, Reaction, and Other.

Attack: Actions that allow the player to attack the enemy, or modify how they attack the enemy, are known as Attack Actions. While not listed here, the use of many Offensive AT Powers or Talents also count as Attack Actions.

Movement: Actions that require the player to move a significant distance, even if the movement itself is not the goal in and of itself, are known as Movement Actions.

Reaction: Actions that can be used by players with leftover Stamina after their turn has ended are known as Reaction Actions.

Other: Many actions do not cleanly sort into one of the above classes, and are simply of class Other.

For more information on Actions, see the Combat section.

AT Potential

AT Potential is a resource that can be used to fuel special AT based defenses, as well as increase the effectiveness of certain powers. Evangelions store Potential in a pool, which has a maximum size based on your Synch Ratio (see table).

Evangelions begin each battle with their pool of ATP already full. As AT Potential is spent, their pool drains down to zero. At the start of each Round, each player gains 2 more Potential, but cannot gain ATP that would give them more Potential than their pool can hold. Such extra ATP is wasted.

Fluctuations in SR can result in changes to the maximum size of your AT Potential pool. An increase in pool size must still be filled at the normal refresh rate, but should your ATP pool size decrease, any Potential that no longer has room in the pool is wasted, and has no chance to be used.

There are two primary ways that AT Potential can be spent: to fuel Spread Patterns and to augment AT Powers.

For more information on AT Potential amounts and uses, se the AT section.

Requisition

In the fight against the Angels, nothing short of the survival of the human race is at stake. To this end, there is no cost, no amount of resources that would be considered too high to devote to the cause of Nerv and the Evangelions. Even so, resources are limited by what can be produced. While it has resulted in the economic collapse of more than one country, China's production capacity has been utilized by the UN to produce virtually all of the weapons for the Evangelion program in state of the art, modular factories designed to produce many different kinds of E-Scale firearms with only a few days needed to modify the equipment between production runs, often saving resources further by cannibalizing old, discarded weapons. Given this sort of backing, each pilot's access to these resources has been abstracted into a pool called Requisition (Req).

Each player has access to a limited amount of Requisition, gained through their chosen Evangelion career. This requisition is spent at the beginning of each new Angel attack to buy the weapons they will be using for that battle. At the end of each battle, players have the option of re-spending their requisition as they see fit, but it is important to note that weapons purchased by requisition are on-loan only. If the player does not re-spend the necessary requisition for the weapon at the start of their next mission, they no longer have that weapon available until such a time until they DO allocate their Requisition to use it again. Regardless of Req costs, one may not have more than 2 of any given weapon at a time.

Not all weapons require a Requisition investment, though. As the party chooses technologies at the beginning of the campaign, every player receives for free 1 of every piece of **Starting Equipment** they have unlocked through choosing those technologies. Additional equipment, even a copy of an item they received for free, costs Requisition as normal.

Example: If a party selected Superconductive and Maser Technologies at the start of play, all players would automatically have access to 1 Pallet Gun and 1 Combat Knife (both from General), 1 Superconductive Baton (from Superconductive) and 1 Microwave Gun (from Maser). If a player wanted a second Superconductive Baton, or any other Starting Equipment, they would have to buy it normally with Requisition.

Time

Time in an AdEva game is measured in many different ways. Some rules elements may refer to different portions, so for the sake of clarity, these have been defined below.

Act: An Act is a collection of Sessions centered around the conflict with a specific Angel or Angels. A typical Act consists of three to five Sessions and ends when its associated Angels are defeated.

(Angel) Battle: When the rules refer to an Angel Battle or simply a Battle, they are talking about a confrontation with an Angel using the Evangelions. An Angel Battle ends when either all Evangelions are defeated, the Angel is defeated, or it is impossible to continue combat for some other reason. Time in an Angel Battle is further broken up into Rounds, Turns, and Intervals.

Calendar Time: Hours, days, weeks, and so on. Rules elements that refer to this time are talking about time that passes in the game world—not the real one.

Interval: An Interval is the unit of time in which an Angel acts during Battle. An Angel's Interval occurs after each of the Evangelion Pilot's Turns.

Round: A Round is the unit of time in Battle that contains all the Evangelion's Turns and the Angel's Intervals. It begins with the first Evangelion's Turn and ends with the Angel's last Interval. Rounds continue until the Battle ends.

Session: This is the time spent actually playing AdEva. It begins when the game starts and ends when you call it quits for the day.

Turn: A Turn is the unit of time in Battle where an Evangelion acts. Each Evangelion takes one Turn per Round.

Chapter 3: Skills

Skills represent the character's ability to perform specific tasks, organized by general fields. Important terminology for skills include:

Skill Groups: Each character begins play with access to what are known as Skill Groups: broad fields of ability each based around a specific theme. Every Skill Group will have a value associated with it, representing the character's level of natural talent with those skills. These values are, by default, equal to the value of the Defining Score of that Skill Group. This value can be increased through modifiers or the Group Advancement talent.

Defining Score: The Defining Score of a Skill Group is the Personal Score upon which that Skill Group is based. In some cases, the Skill Group lists multiple Personal Scores as its Defining Score. In such a case, the player is required to choose one Personal Score from the presented options to be the Defining Score for that Skill Group for their character. Once character creation is complete, the choice cannot be changed.

Target Number: The Target Number for a Skill roll is the value that you must roll equal to or less than in order for the roll to succeed.

Skill: A Skill exists as a subset of the more open Skill Groups, and represents a more narrow application of that ability. For example, Sprinting and Jumping would both be separate Skills of the widely defined Sports Skill Group. While example Skills are defined for each Skill Group, these do not represent the sum total of all Skills. Players are encouraged to work with their GMs to come up with Skills that fit their character, however GMs are likewise encouraged to deny any Skill which would perform the same function as an already existing Skill, any Skills which does not fit the theme of its proposed Skill Group, or any Skill that is so vaguely defined that it actually encompasses what should be multiple Skills under a single Group.

Proficiency: A player may invest Enrichment to become Proficient in a Skill, opening the door for the Character to use that skill more competently and later gain Training Bonuses or even Mastery in it. A character may only gain Proficiency in a Skill of a Skill Group, or a specific Restricted Skill, but never a Skill Group itself. Becoming Proficient in a Restricted Skill is significantly more difficult than a normal Skill. See the Restricted Skills section for more details.

Prepared Tests: A Prepared Test represents the character taking extra time to apply their superior skill to a task, as opposed to rushing it or fumbling to do something under pressure. A Prepared Test can only be undertaken if the character has ample time and energy to devote to the task at hand and the character has Proficiency in the relevant Skill.

A Prepared Test differs from a normal Skill Test in that you may, after rolling the d100, choose to reverse the digits if doing so would give you a better result. For example, a roll of 61 could be reversed to result in a 16 on a Prepared Test, granting better odds of success.

Training: Training represents the incremental advances in a skill that the character achieves by increased practice and study. Buying Skill Training Talents increases the Target Number for a chosen Skill in increments of +5 (to a maximum bonus of +25) making rolls for that Skill more likely to succeed. This value, and any other modifiers relevant to that Skill, are added on top of the value of the Skill Group to determine your Target Number for that Skill. Training may only be purchased for skills you are Proficient in, and do not affect Skill Groups themselves.

Mastery: Mastery represents achieving such ability in a given Skill that you can perform them even under great stress or in other extraordinary circumstances. When prompted to roll a Skill Test for a Skill in which they have Mastery, the player may choose to instead spend 1 Luck to automatically succeed on that roll as if they had rolls exactly half of their Target Number (rounding up when necessary). A character which had a Target Number of 45 for a Skill would, on a use of their Mastery, be treated as if they had rolled 23.

Degrees of Success and Failure

In some situations, flat success or failure of a roll is not enough. While success or failure is still key, just how much you succeed or fail by also counts. In such cases, take the difference between what you rolled and what number you were trying to roll beneath. The 10s place of this number is known as your Degrees of Success.

For example, a Notice test with a Target Number of 55 rolls a 19. This makes the difference between what they rolled and the number they were trying to roll beneath 36. This means that they have 3 Degrees of Success, with the 6 left over being useless. Similarly, if they had instead rolled a 66 they would have rolled 11 above their target number, having a single Degree of Failure.

If the Target Number is 55 and a 50 is rolled, the test succeeds as normal. However, because it did not roll well enough, no degrees of success result.

Skill Resolution

Most of the time, using a skill is a simple as rolling and comparing it to your relevant Target Number to determine success or failure. When Proficiency (or some other modifier, positive or negative) for that Skill exists, use that resulting Target Number. If no Skill has been invested in for the character, use the Skill Group it would belong to instead.

When attempting difficult and extended activities, or working against an opposing person, things can become more complicated rather quickly. For these the GM must decide whether to expand the test into an extended Skill Challenge, or some form of opposed roll. The three different ways to use skills are Standard, Simple Opposed and Challenges.

Standard

Standard skill tests are the most basic form, used in situations where only your own level of skill is what matters, often impacted by the difficulty of the task you have chosen. It is neither competing against another PC or NPC, nor is it expected to be a rigorous task with multiple chances for failure. Examples include throwing a ball accurately with Sports, painting a simple picture with Arts or remembering a useful fact with Common Knowledge.

In order to determine success or failure of a Standard Skill test, roll 1d100 and compare the result to the relevant Target Number. If the result is equal to or lower than the Target Number, the character has succeeded. If it is greater, then they fail.

Standard Skill Tests apply Circumstance modifiers as normal.

Example:

A pilot tests Inference to figure out a simple puzzle. Their Logic Skill Group (based on their Intelligence) is 27, and they have a Training bonus of 5 by having invested Skill Training in it. Their Target Number is thus 32, and the GM has ruled that the simple nature of the puzzle gives them a +10 bonus, allowing them to roll against an effective 42. The pilot rolls 1d100 and gets a 31, succeeding at the test by 1 Degrees of Success.

Simple Opposed

In a Simple Opposed test, the player is in competition with another party. This can be a PC or NPC, so long as whether or not you succeed in your task is determined as much by the skills of an opposing person as your own talent. In general Simple Opposed tests include quick instances such as testing Sports against an NPC to beat them in a footrace, or testing Sneak against the Notice of a guard. What is important here is that the situation recognizes that the abilities of your opponent impact your chances for success.

A Simple Opposed test is handled in much the same way as a Standard skill test, with a slight modification. In addition, the normal Circumstance modifiers that might be involved in the roll, the player takes a penalty to their roll equal to (the 10's digit of the Skill being used to oppose them - 3) * 10. In this way, an opposing person who is only average at their skill does not impact your roll, though an expert at it can significantly reduce your chance of success.

Example:

A Sneak test against a guard with a Notice of 55 would take a penalty of -20 (5 – 3 = 2 * 10). This additional penalty, applied after Circumstance modifiers have already been factored in, represents the opposing skill of the other party lowering your own chances of success.

Challenges

Challenges are extended or difficult tasks undertaken by the player where they cannot hope to get what they want from a single roll. To overcome the challenge, the player must make multiple rolls, where total success or failure has to be built up over time. Examples of Challenges include building something complex over time, attempting to climb a mountain, or attempting to hack a well-defended mainframe.

Challenges begin by presenting a situation that needs to be overcome, the GM setting a Difficulty for the Challenge, and the Primary Skill is declared.

Challenges are different than normal Tests in several ways.

- The player must generate a number of Degrees of Success greater or equal to the Difficulty in order to beat the Challenge.
- The player may make a number of rolls equal to the 10s digit of their Primary Skill.
- Both the first and last roll must be made with the Primary Skill.
- Unlike a normal Test, any successful Challenge Test generates at least 1 Degree of Success.
- Degrees of Failure subtract from any accumulated Degrees of Success, to a minimum of 0 Degrees of Success.
- Multiple characters may participate in a Challenge, however only one player may make each Challenge Test.
- Other characters who are not making the Challenge Test may instead Test the Primary Skill or another Skill approved by the GM to grant the character making the Challenge Test a +5 bonus to their roll. This stacks with itself.

Example:

Tim needs to climb a mountain to get back to Nerv after a Plug Ejection. Both Tim and the GM agree that Climb is the most appropriate Skill for this, and Climb becomes the Primary skill. The GM sets the difficulty of the task at 5, and Tim has a Climb of 40, giving him 4 rolls to succeed at the Challenge. Tim must start with a Climb test that he succeeds at by 16, but that generates only 1 Degree of Success. Since Climb is not Tim's best skill, the player tries to use Common Knowledge to make well informed rock climbing choices that bring him closer to success. The GM tells him that is bullshit, so Tim decides to use his keen awareness to spot the best path forward instead, rolling Notice and succeeding by more than 40. Even though Tim has not moved forward physically as a result of his Notice, the roll has made him much more likely to meet his goal. At this point, Tim has achieved the 5 Degrees of Success he needs to beat the Challenge, but he is still required to make his Primary Skill his last roll, testing Climb one more time. This time, Tim fails by 12, reducing his accumulated Degrees of Success from 5 to 4. Tim no longer has the Degrees of Success required to beat the challenge, and must test again. Tim, on his last roll before failing the Challenge, rolls Climb one last time and succeeds with 2 degrees, ending with his Primary Skill being both the first and the last roll, as well as having more accumulated Degrees of Success than the Difficulty of the challenge. Despite his mediocre climbing skills, he has successfully climbed the mountain, though with some setbacks along the way.

Circumstance Modifiers

Especially challenging situations, or advantageous situations, may apply temporary modifiers to the Target Number in the form of penalties or bonuses to a given roll. Such modifiers treat the Target Number as if it was higher or lower (increasing or lowering the chance of rolling under it) for the purpose of the single roll.

Modifier	Description
+30	Very easy.
+20	Easy.
+10	Not difficult.
+0	Average.
-10	Challenging.
-20	Very Difficult.
-30	Nearly Impossible.

When bonuses and penalties are in effect, treat the Target Number as if it had been altered by that amount, and then roll 1d100 in the hopes of rolling under this new, modified value.

Skill Groups

Skill Groups are fields of ability under which other, more specific skills are sorted. Until Proficiency or some other modifier is applied to a Skill, that Skill is not mechanically distinct from the Skill Group it belongs to, and does not need to be recorded separately on your sheet.

Some Skill Groups have one or more Skills listed as being a **[Restricted Skill]**. Like the name says, a Restricted Skill is not as easy to gain as a normal Skill. Indeed, Restricted Skills cannot be tested without Proficiency (not even by testing the Skill Group it belongs to, like testing other Skills without proficiency) and instead of being gained by the Skill Proficiency talent, Restricted Skills can only be unlocked by purchasing rare Restricted Skill or Paragon talents.

The list of Skill Groups is as follows:

Arts (Empathy)

The Arts Skill Group represents the creative talents and artistic knowledge of a character. How well they can make something look pretty, but also their knowledge of iconography art history. Such creative concerns may be a just a hobby for the character, or much more.

A poor Arts suggests an uncultured lout lacking inspiration. A high Arts suggests an expert at some creative task like music, writing or painting, or at least well read in them.

Possible Skills of Arts include:

Symbolism: When confronted with the lyrics to an obscure or bewildering text, you can use Symbolism to parse the metaphor and figure out what the text is truly saying. This also can help in recalling the meaning of unfamiliar icons or visual symbols as well.

Creative Activity: A Creative Activity is simply a form of hobby that the character is invested in learning, such as playing an instrument or learning to write or paint. A character may specialize in multiple Creative Activities, each one dedicated to a specific instrument or art form.

Innuendo: The art of Innuendo is the ability to strongly hint or imply something without outright saying it. While stereotypically used to deliver scathing insults, this skill can also be used to pass along information to a compatriot in mixed company without others overhearing understanding the message, the meaning hidden behind clever wordplay. A failure usually means being too blunt, and giving your secret away… but unless your compatriot is also proficient in Innuendo you can just as easily be misunderstood. Those trying to intercept such secret messages, be it verbal or written form, usually must use Innuendo themselves to Oppose it.

Awareness (Intelligence or Empathy)

The Awareness Skill Group represents the your ability to find what you are looking for and your ability to pick out important details. Good eyesight is a key part of Awareness, but the other senses are represented by this as well.

A poor Awareness suggests that the character either has trouble with their sight or hearing, or is simply bad at paying attention. A high Awareness suggests a sharp eye and mastery of crossword puzzles.

Possible Skills of Awareness include:

Notice: The ability spot something significant without preparation, Notice is a skill often rolled to see or hear something where you have a brief window of opportunity to do so. Failure means the character remains blissfully unaware of the detail, or even that such a detail exists. Notice is often used to Oppose the Sneak or Palm skills.

Read Person: The ability to pick up useful hints about a person from subtle cues or details falls under the Read skill. These clues are rarely so direct as to tell you exactly what a person is thinking or feeling, but rather manifest in the form of impressions such as "you think she is trying to hide something" or "he seems like he is under a great deal of stress". It is good practice for GMs to award no fewer than 1 such clue for every 2 degrees of Success on the roll. Read Person can be opposed Composure or Persona.

Search: In cases where you know what you want, but not where exactly it is, a Search roll can help you find it. Unlike Notice, Search presumes that the character is using the skill intentionally, and often with at least some time to perform the task, such as looking through a drawer full of files for a specific name, or scanning the ground for a lost coin. If the object has been deliberately hidden, your Search test may be Opposed by a Stash skill.

Finesse (Physique)

The Finesse Skill Group represents the physical deftness and agility of a character. Any situation where nimbleness, reflexes or being surefooted would be key falls under this Skill Group. A poor Finesse suggests that the character is uncommonly clumsy or slow of body. A high Finesse suggests easy grace and expert control.

Possible Skills of Finesse include:

Balance: On an inclined plane, or when something actively attempts to disturb the pilot's balance, they may test Balance to keep their feet and avoid becoming prone. Bonuses and penalties will vary greatly depending on the situation, and will often be up to GM discretion.

Tumble: The ability to roll and cartwheel from one place to another, Tumble can be used for simple acrobatic displays or as a part of life-saving dives and maneuvers on the battlefield.

Sneak: Sometimes, you just do not want to be caught. At times like this, a high Sneak skill is invaluable. Use of the Sneak skill obviously includes the act of trying to move past a guard without gaining their attention, but also includes other acts of avoiding attention, such as blending into a crowd. Sneak is Opposed by Notice.

Palm: While named after the act of stealing a small item, the Palm skill can be used for any action of quickly hiding something small (but presumably important) from others on your person, either secreted away to a convenient pocket or simply held behind your back nonchalantly. Palm can be Opposed be either Notice or Search, depending on the determination of the other party.

[Restricted Skill] Combat: The combat skill represents lethal combat training, and does not make a distinction between close quarters or ranged in that respect. Outside of an Evangelion, Combat covers knives and firearms equally. **The GM should tell you if Combat will appear in your game.**

Testing Combat under any circumstances first requires that the player obtain a lethal weapon of some kind. Without a lethal weapon (whether it be a gun, a knife or a length of pipe) this skill is totally nonfunctional.

Combat resolves like Brawl (See below), save that failure on Tests constitutes an Injury rather than Fatigue.

[Restricted Skill] Drive: Characters proficient in the Drive skill will rarely need to test it. Simply driving a vehicle from on location to another would not provoke a Drive test under normal circumstances. However, during dangerous and high stress situations (such as a high speed car chase, or attempting to avoid crashing into an obstacle that was not there a moment ago) Drive should be tested, with penalties and a punishment for failure that should be obvious depending on the situation.

Knowledge (Intelligence)

The Knowledge Skill Group represents the character's ability to remember useful information, but also their investment in seeking out and learning that information in the first place. Any time it is uncertain whether or not a character would know of a specific fact or event, this Skill Group will likely come into play.

A low Knowledge suggests that the character is not well read, or simply has poor memory. A high Knowledge suggests someone who puts their intelligence to good use and always seems to know something about the topic at hand.

Possible Skills of Knowledge include:

Common Knowledge: A lot of information is available to nearly everyone in an age where literacy is high and media is everywhere. Not all of it is true, but it does establish a certain grounding in current events and popular conceptions of science and history. Common Knowledge is useful for settling whether a character knows something they could reasonably have seen on the news or in a magazine. Success means they know of it, and at least some detail about that tidbit. Failure means they know nothing about it. Given the nature of this Skill, Common Knowledge generally cannot be tried again at a later date in the event of a failure: you either know it or you don't.

Topic: Not all fields of knowledge are equal, and everyone has things that interest them more others. Topic is a Skill devoted to the character's knowledge about a specific thing, such as Baseball or World War II. Players are free to come up with the subjects of their own Topics, and can Specialize in multiple Topics should they wish to do so. However, Topics do have a limit. A character with 'Topic(Robotics)' would know a lot about the history and current state of robotics, as well as an understanding of how robots work. They may even be able to make simple repairs to common robots, or build something akin to a science fair project. That doesn't necessarily mean they have the skills to build or reprogram an android or security drone. Have reasonable expectations.

Given the nature of this Skill, Topic generally cannot be tried again at a later date in the event of a failure: you either know the relevant fact or you don't

Recall: Not everything that happens to a character is something that the player is going to remember, especially when game sessions are spaced out between weeks and months. However, that doesn't mean the character has to be so forgetful. Recall represents the character's ability to remember past events that have happened to them personally, giving a chance for the player to be reminded about something useful that might not have made an impression on them at the time.

Research: No one knows everything. We write things down so we don't have to keep it all in our heads, and that provides resources that a character can use if they are looking for specific information. The Research skill allows a character with sufficient time (often hours, sometimes days) to track down information about a specific person, item, or event. The character has to have a pretty good idea of what sort of information they are looking for to embark upon this task, as well as access to a source of information. Not all sources of information are equal in this regard, as a character cannot successfully Research something that would not reasonably be held in the texts available. A Library is useful for things that are publicly available, but you won't find the truth about Second Impact there. That would require a much more confidential source of information. How you get to those secret archives or secure file systems is in your hands, Research only lets you peruse them while you have access and time.

[Restricted Skill] Medic: The Medic skill does not represent advanced surgery or pharmaceutical techniques. Rather, it represents the level of training required to perform basic first aid in the field, and little more than that. Specific uses include diagnosing an injury or affliction and basic treatment or life-extending measures.

By testing the Medic skill to apply first aid, you may remove 1 Fatigue from someone else over the course of a minute of treatment. In certain situations where another person has been grievously injured and you can get to them quickly, you may test Medic at a -20 penalty to reduce their effective Doom by 1 for the purposes of them Defying Fate to survive their injuries. Either of the above First Aid options can only be successfully used once for a given ally in a single session.

Logic (Intelligence)

The Logic Skill Group represents the character's aptitude for reasoning, puzzle solving, and math. Situations where reasoning and simple deduction likely fall under Logic, though a player cannot rely on this skill group to make smart decisions for them. Sound logic based on faulty assumptions or false information still leads to a bad end. Simple use of logic machines like

A low Logic suggests someone who is bad at games and generally does not think things through. A high Logic suggests someone who is good at math and generally makes sound decisions, if not always right ones.

Possible Skills of Logic include:

Inference: When it comes to analyzing a set of information, whether it be a simple puzzle or a complex pattern, test Inference. Inference includes figuring out the implications of a specific clue, or taking a series of events and trying to find the common thread. You are never told to make an Inference Test, you must always ask.

A successful Inference roll usually results in connections and conclusions that might not have seemed obvious at first glance, or revealing crucial gaps in your information that you should seek out to solve the puzzle before you. In addition, Inference may be used to Oppose other skills such as Deceive, Persona or Persuade for the purpose of Simple Opposed tests.

Convince: The Convince skill allows the character to influence another individual or group, either by speech or written word, using facts and a logical argument in an attempt to overcome already present modes of thought. The Convince skill is applicable in such situations as exposing a malign conspiracy to those not in the know, or making a deluded individual see reason and abandon their actions.

Any use of the Convince skill that is intentionally based on false information and lies requires the player to additionally roll Deceive. If either the Convince or Deceive roll is failed, they both fail. Convince is most often Opposed by the Resolve skill, though it can also be Opposed by the Inference skill in an attempt to expose weaknesses in your argument.

[Restricted Skill] Cybersecurity: Often, a character will want to gain access to files he isn't allowed to have access to. While under most circumstances this will be a test with the difficulty determined by the computer's security, there may be some active opponent (like a system administrator or a cybersecurity team) or the computer may be active enough to counter-hack (like a MAGI) - in these cases, the roll may be a Simple Opposed test.

For Cybersecurity to be tested in the first place, the pilot must already have access to a computer capable of interacting with the desired systems. Not all computers are equal in this regard, and even something as simple as an unknown password can prevent the character from making use of the computer.

There are other things a character might be able to do depending on the computer system they are accessing, such as unlock electronic locks, search an area with security cameras, or cutting off the access of others. These tests may require the use of other skills in addition to or instead of Cybersecurity. The GM will determine the necessary Skill Tests required for a particular task. The Cybersecurity skill is best Opposed by itself.

Might (Physique)

The Might Skill Group represents the physical power of the character, as well as their ability to utilize that strength.

A low Might suggests someone who is week and feeble or has trouble opening jars. A high Might suggests someone who can easily lift great weights or overpower others.

Possible Skills of Might include:

Lift: The ability to carry objects of significant weight, either for short or long periods. This could be lifting a heavy piece of rubble just long enough to get it off of an ally, or carrying something as heavy as another person for an hour or more. The heavier the load, and the longer you have to bare it, the more difficult the test. Some things in the world are too heavy to lift no matter how well you roll, though it should usually be obvious when this is the case.

Climb: The ability to get over physical obstacles with your bare hands, scale a wall, or other forms of vertical ascension covered under Climb. Success means getting to where you are trying to go, and failure often means falling.

Brawl: Fighting another person with your fists and nearby nonlethal objects. This skill covers an entire fight, not any given punch. This skill may not be used with lethal weapons. Brawls are resolved as a Challenge, with the Difficulty being the 10s digit of the opponents Brawl (use the highest available if there is a group). The Difficulty may increase if you are significantly outnumbered. Success on this Challenge knocks the opponent(s) out. Unlike a normal Challenge, Degrees of Failure do not subtract Degrees of Success and the Challenge continues until you win, pass out or stop. Instead, each failed roll inflicts 1 Fatigue upon yourself; this is the opponent fighting back. If you are proficient, use of a brawling aid like a baseball bat or brass knuckles allows you to make this Challenge as a Prepared Test. **Genuine fights between PCs are resolved as Simple Opposed Tests, with a successful test inflicting 1 Fatigue on the opponent.**

Speech (Empathy)

The Speech Skill Group represents the character's social graces and ability to use their words to get what they want. Speech often means that you are good at making friends, but an antisocial user of Speech is no less skilled, only less popular.

A low Speech suggests someone who always fumbles for the right words, and lacks presentation. A high Speech suggests someone who is well spoken and convincing, at home in any debate or dialog.

Possible Skills of Speech include:

Charm: Charm represents the character's ability to ingratiate themselves with others casually. Charm is useful in basically any social function. It may not be used for complex diplomacy, but it can be used to improve someone's opinion of you for a short while. The effects of Charm can be Opposed by Composure, though that is rarely necessary.

Persuade: The Persuade skill allows the character to influence another individual, either by speech or written word, using emotional manipulation or sincerity. The Persuade skill is applicable in such situations as convincing an enraged person to calm down, or to try and use emotional blackmail to put them in a disadvantageous position.

The Persuade skill may not force another individual to take actions against their will, only cause them to strongly feel the intended emotional response. What the target does as a result of this powerful emotion is ultimately up to them.

Any use of the Persuade skill that is intentionally based on false information and lies requires the player to additionally roll Deceive. If either the Persuade or Deceive roll is failed, they both fail.

Persuade is Opposed by Composure for Simple Opposed tests.

Sway: Talking to a crowd is more difficult than an individual. You have to keep your arguments general, your talking points less personal. At the same time, humans are social creatures which can pushed as a group in the right direction if you can tap into the mob mentality. Where Persuade allows you to emotionally manipulate a person, Sway is intended to allow you to bring a small crowd around to some action or opinion you are trying to plant.

Sway can only be used on a crowd that is already listening to you long enough to hear what you have to say, attempting to Sway someone already determined to detain, ignore or harm you is a waste of time. Likewise, even on a successful Sway you cannot say for sure who among the crowd now agrees with your intended message, just that the crowd as a whole now leans in that direction. The effects of Sway are often fleeting, however. Once the crowd disperses your message could flourish, or the time for second thoughts could lead it to wither and die. Sway is best capitalized on sooner rather than later.

[Restricted Skill] Negotiation: A person can use facts, emotional blackmail, lies or good favor to maneuver someone into being more likely to do what they want, but the most straightforward way to get what you want out of someone is to simply ask them. But no one does anything for free. If you want someone else to smuggle a package for you, spill a secret, or perform some other service you are going to need to make it worth their while. This can be giving them information in return, handing over a valuable object, or agreeing to do them a similar favor. When negotiating, you work to make what you are offering seem worth the service or favor you are asking for in return. If they are so convinced, they will agree to the deal.

The most common Circumstantial Modifiers in play in a Negotiation are based around the danger or difficulty of what is being asked for, and the value of what is being offered. Just as an extremely valuable offer can give you a bonus, a pitiful token offer not worth what is being asked will certainly give you a penalty.

Negotiation can be Opposed by various skills based on the means and motivation of doing so. It may be Opposed by Read Person or Negotiation itself to get the upper hand in deal, Opposed by Resolve to resist temptation, or even Opposed by Deceive if they mean to cheat you entirely!

Sports (Physique)

The Sports Skill Group represents the character's physical athleticism, as well as the many natural talents that can cover. Rather than being divided into categories based on specific sports, which often have overlap between them as to the skills involved, the Sports skill group is divided up by the specific elements of those activities.

A low Sports suggests someone who has poor hand/eye coordination, or is out of shape. A high Sports suggests someone who is physically fast and fit.

Possible Skills of Sports include:

Jump: The ability to leap over a physical obstacle, be it an obstruction like a chair or a hazard like a pit or a tripwire. A running jump can grant you more distance, but generally a character cannot jump more than a few feet.

Throw: Usually used in simple games like baseball or darts, Throw allows you to toss small objects accurately through the air. Throw does not include special weaponized applications of this skill such as knife throwing, though throwing a rock is simple enough.

Sprint: The ability to cross distances on foot at great speed. Exhausting and only really useful in short bursts, you usually Sprint to a location in an attempt to get there before some other condition (such as beating another sprinter or getting out of a building before it collapses).

Trickery (Intelligence or Empathy)

The Trickery Skill Group represents the character's knack for deception and misdirection, the cleverness of their scams as well as their ability to pull them off under pressure. When trying to bend or break the truth to your advantage, Trickery is skill of choice.

A low Trickery suggests someone who is a bad liar and too honest for their own good. A high Trickery suggests someone for whom elaborate practical jokes and boldfaced lies come naturally.

Possible Skills of Trickery include:

Deceive: This skill is used to convince another person that something which is false is true. This skill may not force anyone to take an action against their will, just cause them to believe that what the character says is true, or at least might be true. What the target does with the new information is ultimately up to them.

At the time that this skill is rolled, the player must be very clear as to what they are trying to make the target believe. On a failure, the target does not believe them, and likely knows that they have intentionally tried to mislead him.

This skill may not be used to support things which are obviously false. Attempting to convince a man that he was shot by someone else while you gently set down the smoking gun is an automatic failure. Deceive is Opposed by either Inference or Read Person for Simple Opposed tests.

Distract: The Distract skill represents the character's ability to willfully attract and hold the attention of others. The Distract skill is useful in such situations as providing cover for a friend to sneak by a guard, or sabotaging the concentration of a rival during a crucial moment. In either case, the goal of Distract is to impose a mechanical penalty (-10 on a normal success, or -20 if three or more Degrees of Success) on a specific Skill Group for a short period of time. Distract can be Opposed by Composure or Notice, depending on the nature of the distraction.

Persona: The ability to pass yourself off as someone you are not, Persona is similar to method acting. The goal is to, rather than to recite lines to a crowd, believably fill the role of someone you are not in a way that is unlikely to be questioned. A child could never realistically pretend to be an adult in person, but they might be able to fake it over the phone with a successful Persona. The key to Persona is being able to fill the role so completely that you can adapt to the situation on the fly and maintain your cover. Person can be opposed by the Inference or Read Person skills.

Stash: Sometimes you need something to stay hidden, but on your person would be too obvious or risky. In these rare occasions, the Stash skill can be used to hide something you care about in a place where you think no one will find it. On a success, casual observation of the area will not reveal your stashed object(s), only a prolonged and detailed Search by someone clever enough to not be outwitted. Stash is Opposed by the Search skill.

[Restricted Skill] Open Lock: There are all sorts of reasons why a character may want to get past a locked door, or into a locked container. Regardless of why, the Open Lock skill is what you roll if you want something that is currently locked to stop it. This applies to simple mechanical locks, combination locks, and electronic locks of various kinds. Obviously, not every lock is equal, and GMs are free to impose penalties as they see fit depending on the quality of the lock. If the character has specialized lock picking tools, they gain a +10 to their roll. However, such tools are almost certainly illegal, and they should avoid being caught with them.

Will (Intelligence or Empathy)

The Will Skill Group represents the character's self-control, and the ability to resist outside influences. When a character is torn between what they know they should do and what they want to do instead, some variant of Will is usually the deciding vote.

A low Will suggests someone who is impulsive and ruled by fleeting emotions, easily influenced. A high Will suggests someone who is stoic and hard to read, unflinching.

Possible Skills of Will include:

Bravery: When confronted by something dangerous and terrible, Fear is the natural response. Bravery is the skill to overcome that Fear and not be ruled by it in the heat of the moment.

Composure: The ability to keep a level head in mundane, but nevertheless stressful, situations is known as Composure. Not rising to the bait of a bully, not being swayed by a jovial flatterer or not crying at the end of Old Yeller are all acts of Composure. Composure can be used to Oppose the Read Person or Persuade skills, as well as resist certain attacks against your mind.

Resolve: The determination to stand by your position, even in the face or something that would rattle you, is covered by Resolve. Whether or not you believe the new information is true, Resolve lets you stick to your guns and not back down or despair. Whether or not that is a good thing in the long run, only time will tell. Resolve can be used to Oppose the Convince skill, as well as resist certain attacks against your mind.

SIDEBAR - Losing Control: PCs and Social Skills

How, or even if, Social Skills in RPGs should influence player characters is a hotly debated topic that usually must be resolved on a group by group basis. Some consider the PCs to be just as vulnerable as NPCs to the common skill roll, while others find the very idea of that to be a repulsive invasion. By default, Adeptus Evangelion considers the players to be valid targets for the various interaction skills (such as Persuade, Deceive or Negotiation). This carries a less harsh impact than most systems, as the social interaction skills available do not take direct control over the target, but rather influence them in some specific way and leave the actual reaction up to the target. As an example, Persuade can be used to make a target be overwhelmed by their anger as an emotional response, but exactly what they do as a result of their anger is predominantly still up to the target.

This works fine against NPCs, but players are a more unpredictable bunch. Given that many players may not feel they should be valid targets for these skills in the first place, it is not unexpected that some players will do everything in their power to take advantage of the flexibility in their reaction provided by the skill system to ignore the successful skill roll against them as much as possible.

Exactly how this is handled on a group by group basis is the domain of the GM, but Adeptus Evangelion recommends that the GM recognize how hard it is for a given player to give up control of their character in this fashion. Rather than punishing a refusal to cooperate (which will cause more problems in the group dynamic than it is likely to fix) Adeptus Evangelion encourages GMs to reward players that willingly play ball with the effects of the social skill use against them by awarding them Luck. Preventing this form of Luck acquisition from being abused by the players is the responsibility of the GM.

Appendix: Skills and their Oppositions

Skill	Skill Group	Opposes	Opposed By
Innuendo	Arts	Innuendo	Innuendo
Notice	Awareness	Sneak, Palm, Distraction	
Read Person	Awareness	Persona, Deceive	Composure, Deceive
Search	Awareness	Stash	
Palm	Finesse		Notice, Search
Sneak	Finesse		Notice
Convince	Logic	---	Resolve, Inference
Inference	Logic	Deceive, Persona, Persuade	---
Charm	Speech	---	Composure
Persuade	Speech	---	Composure, Inference
Sprint	Sports	Sprint	Sprint
Deceive	Trickery	---	Inference, Read Person
Distraction	Trickery	---	Composure, Notice
Persona	Trickery	---	Inference, Read Person
Stash	Trickery	---	Search
Composure	Will	Read Person, Persuade	---
Resolve	Will	Convince, Negotiation	---
Cybersecurity	Restricted	Cybersecurity	Cybersecurity
Negotiation	Restricted	Negotiation	Read Person, Resolve, Negotiation, Deceive

Chapter 4: Character Creation

In Adeptus Evangelion, you take the role of one of the few Pilots of the monstrous Evangelion war machines. Given the nature of the battle system described later, it is important for GMs and players alike to note that this system plays best with a number of pilots between 2-4.

Character Creation

Building your character is accomplished in the following steps. Keep in mind that what is presented here is a brief overview and reminder of each step, and cannot wholly condense all relevant information presented in the rest of the book. Reading up on each section in turn is recommended.

1. **Root**

   The Root of your character represents how they came to be an Eva pilot, where they come from, and their natural ability. Do they have a genetic disposition for it that has only recently been discovered, or have they been training for this their whole life? Perhaps it is a position they were made for, literally. Did they grow up in the loving care of a first world family, the inside of a Nerv training facility, or on the streets of a city that never recovered from the Second Impact? In any case, each Root has its own strengths and weaknesses. The available Roots are Athlete, Challenged, Derelict, Impact Baby, Manufactured, NeoSpartan, Nerd, Poster Child and Visionary.

2. **Personal Scores**

   Once you have chosen your Root, you may roll your Personal Scores which are Physique, Intelligence, Empathy and Synch Ratio. To do this, roll 2d6 6 separate times, and write down the resulting numbers. Reroll any one single set of 2d6 as you see fit, and assign the results to your Personal Scores as you see fit using the Personal Score Generation Table. While most Personal Scores only accept one set of numbers, Synch Ratio requires two. Your Root will impose modifiers to various characteristics, so be sure to take that into account. If the sum total of all of your sets of 2d6 is equal to 30 or less, the player has the right to discard the entire array of rolled numbers and start again from scratch.

3. **Drawbacks, Assets and Destrudo**

   Each character is required to have 5 Depth worth of Drawbacks and may choose to have more. Taking Drawbacks provides Depth that may be spent on Assets before the game begins. You may have, in total, 15 Depth worth of Drawbacks.

   Depth not spent before the end of Character Creation is lost forever. Once you have selected your Drawbacks, and spent the resulting Depth on Assets, you create a Destrudo and Symptoms, character flaws of the pilot, to help your character generate Luck over the course of the campaign.

4. **Ripple Effects**

   Now that your Personal Scores are set, they impact many of your other Character Creation options. First, calculate your starting **Stress** pool. Then you must populate your **Skills**. Each Skill Group is based on a single Personal Score, known as the Defining Score of that Skill, representing the character's natural ability in that area. While many only have a single Defining Score as an option, some Skills Groups allow the player to choose their Defining Score between two options. All skills must have their Defining Scores chosen at Character Creation, and they may not be changed later.

   The **Strain Threshold** of the character, used for withstanding the pain of damage taken by their Evangelion, is equal to the 10's digit of their Physique Score, modified by their placement on the Synch Ratio table.

5. Evangelion

Each Evangelion starts with a profile determined by their Evangelion Type. Each Evangelion Type represents a distinct model of Evangelion, with its own specific design goals, strengths and weaknesses. Each Evangelion Type provides basic modifiers, lists available Distinguishing Features, and roughly 500 xp worth of purchasable Upgrades. To determine Distinguishing Features, roll 1d100 for each Distinguishing Feature available. You may then assign the resulting rolls as you see fit to each of the available Distinguishing Features charts, not using any roll more than once and applying only one roll per chart. In this way, the pool of options that you have for Distinguishing Features is random, but you may pick from those options as you like.

The available Evangelion Types are Assault Type, Reactor Unit, Production Type, Prototype, Provisional Unit, Sniper Type and Test Type

6. Tree of Life

The character advancement system used in Adeptus Evangelion is known as the 'Tree of Life'. Each player starts with access to a single pool of options known as the 'Trunk'. As they gain Experience or Enrichment, they may spend those resources to unlock access to new pools of options built around a specific specialization of theme, known as 'Branches'. By purchasing Branches, the character expands their options and constructs the pool of abilities they want their character to have. At any time, the player can instead spend experience to purchase Upgrades from their selected Evangelion Type. As such, the options available to a player to spend experience on are always the Trunk + their Eva Type + any Branches they have unlocked.

Players will have a starting pool of **Experience** based on the expected length of the campaign chosen by the GM (GM's should see the GM's Book for further details) as well as **Enrichment**.

All Characters begin play with access to the Basic Field and Neutralize AT Powers (as described at the start of the Trunk) as well as having unlocked the Branch that shares the same name as their selected Root.

Roots

The first step to creating your character is to decide on their Root. Roots represent the origins of a character, and what innate strengths they have. Each Root has its own unique flavor, and provides modifications to the character's Personal Scores. Roots also affect what Assets and Drawbacks are available to the character, and some may even require a character to begin play with an extra Drawback of a particular type, for which they gain no Depth.

Finally, each Root has a list of **Potential Skills** associated with it. When making a character of that Root, choose any four skills from the associated list, and begin the game Proficient in those skills.

Athlete

Like many other pilot candidates, you were discovered by Nerv's general public testing. While your Synch Ratio is merely average, you happen to be in excellent physical condition. You are healthy and strong, and display endurance and pain tolerance well above normal. You are expected to handle the physical rigors of the synchronization connection very well.

Effect: +5 Physique, -3 Intelligence.

Potential Skills: Common Knowledge, Climb, Jump, Lift, Search, Stash, Sprint

Challenged

Not all pilot candidates are alike, or of equal use. Some are great fighters but lack the connection with the Eva to make good pilots. Some have the connection, but no will to fight. You have a decent enough connection to the Eva to pilot, but also suffer from some physical flaw. While this disadvantage might have disqualified you under other circumstances, you also seem to possess a keen mind and an emotional state that marks you as capable of handling the mental and psychological stressors of the position. One can only hope that your body can keep up…

Effect: +3 Int, +3 Empathy. The character must have at least one 'Physical' drawback. 5 of the depth generated by this Drawback does not count toward assets, the maximum depth cap, or contribute to the minimum of 5 required by all characters.

Potential Skills: Common Knowledge, Composure, Notice, Read Person, Resolve, Research, Symbolism

Derelict

Even over a decade later, the wound left by Second Impact is fresh. Around the world, cities and towns still lie in ruins. Often, these are no longer counted officially as population centers. But there are many who still live there, lacking the resources to move or live elsewhere. It is a poor, nearly lawless way to live. You grew up on the streets of such a city, very likely an orphan. Whether your potential was discovered at a Nerv-sponsored soup kitchen or they somehow tracked you down by name is unclear, but you have been plucked from this chaotic lifestyle to serve as an Eva pilot.

Effect: +3 Physique, +3 Empathy. The character must have at least one 'Other' drawback. 5 of the depth generated by this Drawback does not count toward assets, the maximum depth cap, or contribute to the minimum of 5 required by all characters.

Potential Skills: Balance, Climb, Sneak, Palm, Search, Stash, Sprint

Impact Baby

The Second Impact was a hectic time which much of humanity failed to survive. It was not a particularly good time for infants either. As a result, those children born or conceived in the year surrounding Second Impact are fairly rare; many of them perished during the tsunamis, wars, and plagues that followed. You are one of the few exceptions that did survive, and the circumstances of your birth seem to have given you a unique connection to things of an Angelic nature, including the Evangelions themselves.

Effect: +5 SR, -3 Physique.

Potential Skills: Charm, Common Knowledge, Creative Activity, Distract, Sneak, Sprint, Topic

Manufactured

After it became obvious that Evangelions wouldn't synchronize with just anyone, many different solutions were investigated. You are the result of one such solution: a genetically engineered human specifically designed to be an Evangelion pilot. Your Synch Ratio and combat potential are both above that of the average natural human, but the unnaturalness of your development has left their mind somewhat twisted.

Effect: +3 SR, +3 Physique. The character must have at least one 'Mental' drawback. 5 of the depth generated by this Drawback does not count toward assets, the maximum depth cap, or contribute to the minimum of 5 required by all characters.

Potential Skills: Bravery, Composure, Convince, Deceive, Inference, Topic, Sprint

Neo-Spartan

While still a child, one of many powerful organizations selected you as one of humanity's future saviors. Since then, your life has been orchestrated to prepare you for that role. Hours of training in simulations has made you a superior pilot and fighter in virtually all forms. But the loss of a normal childhood is not without its own scars…

Effect: +5 Physique, -3 Empathy.

Potential Skills: Balance, Bravery, Read Person, Resolve, Throw, Topic, Tumble

Nerd

You were discovered by Nerv during general populations testing where you displayed suitable Synchronization Ratio to become a pilot. In addition, you scored well above average for your age group (and above even some adults) in terms of mathematics, logic, and problem solving.

Effect: +5 Int, -3 Physique.

Potential Skills: Common Knowledge, Convince, Inference, Recall, Research, Topic, Symbolism

Poster Child

Your pilot status is not a result of your natural Synchronization Ratio, or even your combat ability, but rather as a public relations move. You may have been sponsored as a pilot candidate by some powerful organization or individual. Perhaps you proved to be incredibly charming in the qualification interview, or you are simply photogenic. Whatever the case, your Synch Ratio is actually somewhat below the average of those considered to be pilot quality. It remains to be seen whether you have what it takes to perform the task now assigned to you…

Effect: +5 Empathy, -3 SR.

Potential Skills: Charm, Composure, Creative Activity, Persona, Persuade, Read Person, Sway

Visionary

Discovered by Nerv, you are a strange sort of child. Your connection to the inhuman Evangelion is slightly above that of other pilots, and you are intelligent for your age as well. But how that intelligence expresses itself is just as unorthodox as everything else you do. Where others might be the masters of facts and knowledge, you instead have a head for complex and abstract systems. You run on your own kind of logic that sets you apart from others, but gives you an affinity with the bizarre workings of the AT Field.

Effect: +3 SR, +3 Int. The character must have at least one 'Social' drawback. 5 of the depth generated by this Drawback does not count toward assets, the maximum depth cap, or contribute to the minimum of 5 required by all characters.

Potential Skills: Creative Activity, Innuendo, Inference, Notice, Recall, Symbolism, Topic

Personal Scores

Pilot characters operate in two different scales of play: spending time both as a person in a post-impact world and as the controller for a 40 meter tall war-machine. Personal Scores are characteristics belonging to the character himself, independent of the Evangelion or any other form of equipment, which represent the character's own physical and mental capabilities.

Many abilities and skills, which will be described later, reference these Personal Scores. The scores themselves, and the general fields that they cover, are listed below.

Physique – The Physique score represents the prowess of the character's physical form. It stands in for strength, endurance, flexibility and all other physical forms of prowess. Any action that requires strength or physical skill relies on Physique.

Intelligence – The Intelligence score represents the character's logical and analytical talent, as well as memory. Mental actions that rely on calling upon and processing complex information utilize Intelligence. If a character's Intelligence is reduced to 0, that character becomes unable to act, think or speak.

Empathy – The Empathy score represents the character's ability to understand and interact with the people around them in a social way. Actions that rely on interaction with others and feelings or emotions depend on Empathy. If a character's Empathy is reduced to 0, that character becomes unable to act or speak.

Synch Ratio - Synch Ratio represents the strength of the connection between a pilot and their Evangelion. A low SR may render the pilot unable to move the war machine entirely, while a high SR may grant the pilot bonuses, but threaten their mental and physical stability.

Each Personal Score has a corresponding Bonus equal to the tens place of the relevant score. For example, a Physique Score of 34 would result in a Physique Bonus of 3.

Each character begins play with randomly generated Personal Scores based on their Root, which may be modified by Assets, Drawbacks, or other character creation options. Once the character has been initially created, however, increasing any of their Personal Scores is both costly and limited.

To determine a character's Personal Scores, roll 6 sets of 2d6, of which you will use only 5. Afterward, apply each roll of 2d6 to any single Personal Score, regardless of the order they were rolled in, adding the relevant modifier for each Personal Score as determined by Root. Synch Ratio gains two sets of 2d6 of your choice, instead of just one. The last set (presumably the lowest result) is left unused and discarded.

If the sum total of all of your sets of 2d6 is equal to 30 or less, the player has the right to discard the entire array of rolled numbers and start again from scratch.

The below table already includes all relevant Root-based modifiers. Modifiers to Personal Scores from Roots need not to be added on top of what is provided here, though the same cannot be said for modifiers from other sources (such as the Assets or Drawbacks in the following section).

Personal Score Generation				
Root	Physique (Phy) 2d6 +	Intelligence (Int) 2d6 +	Empathy (Emp) 2d6 +	Synch Ratio (SR) 2d6+2d6 +
Neo-Spartan	25	20	17	30
Nerd	17	25	20	30
Poster Child	20	20	25	27
Impact Baby	17	20	20	35
Athlete	25	17	20	30
Manufactured	23	20	20	33
Derelict	23	20	23	30
Visionary	20	23	20	33
Challenged	20	23	23	30

Starting Stress

At character creation, your Stress pool is as good it will ever be. Your Stress Pool is equal to your choice of Intelligence or Empathy, rounded up to the nearest multiple of 5. In the event that a Score is already at a unit of 5, rounding up or down simply leaves it as it already is. As an example, if your Stress pool is based on an Empathy score of 27, you copy down that value and round 27 up to 30 in order to create your Stress Pool. Unless otherwise stated, characters begin play with 0 Stress. This would be written in the format of 0/30 Stress, to reference the previous example.

After that step is completed, the Stress Pool size is finalized. The pool may degrade, but increases to Intelligence or Empathy after character creation have no impact on Stress whatsoever.

Drawbacks and Assets

At Character Creation, all players are required to select Drawbacks for their characters which represent the flawed nature of every pilot ever seen entering an Evangelion in the series. However, in return for Drawbacks, the character gains a form of credit known as 'Depth.'

The more inconvenient the Drawback, the more Depth is received in return to spend on Assets, which are much like Talents. What makes Assets special is that they may be selected by any character, but only at character creation. At no time afterward may new Assets be gained even if Depth is left unspent.

You are required to choose 5 Depth worth of Drawbacks by default. You may spend these points on Assets as normal, but you cannot choose to start with no Depth at all. In addition, you may choose to take additional depth worth of Drawbacks to gain more points to spend on Assets. You may have, in total, 15 Depth worth of Drawbacks.

It is important to note that some Assets have corresponding Drawbacks which cannot be taken together, such as Fearless and Coward. Similarly some Assets and Drawbacks are either only available to, or forbidden by, certain Roots.

No Asset or Drawback may be taken multiple times unless noted.

Aspects

Some Drawbacks may grant other pilots access to Aspects. Aspects are a special kind of resource given to other players in order to incentivize certain kinds of roleplaying. You may Trigger an Aspect, as long as you meet its requirements, in place of your Destrudo or one of your Symptoms in order to gain Luck. This counts both as Triggering the Destrudo or Symptom and the Aspect for the purposes of session limits. A character may only benefit from one Aspect per session, no matter how many Aspects they may have.

DRAWBACKS

Good characters are defined by their faults as much as their strengths. Drawbacks represent the weak points in a character chosen at character creation.

Artificial Ego
Mental
Depth Value: 5
Effect: The compressed development time for Manufactured can occasionally impact negatively on the growth of something far more important than the body. The character's Stress pool starts at 5 less than normal.
Special: This Drawback may only be taken by the Manufactured Root. You may not take this Drawback if it would reduce your stress pool to less than 20.

Awkward
Social
Depth Value: 10
Effect: The pilot's Empathy score is treated as half of its actual value for the purpose of skills.

Bull
Other
Depth Value: 10
Effect: You tend not to take into account your own ability when acting. Due to your strength, this means you tend to break things through your own carelessness. This same recklessness tends to keep you from staying in bed when you really need it, and it takes you 2 weeks instead of 1 to recover from 1 Injury.
Special: This Drawback may only be taken by the Athlete Root.

Chronic Pain
Physical
Depth Value: 10
Effect: The character suffered a serious injury in the past, and ever since then has been plagued by the wound. Whenever the character gains Fatigue for the first time in a session, they immediately gain one extra.
Special: This Drawback may not be taken with the "High Endurance" Asset.

Civilian
Other
Depth Value: 5
Effect: Some are little prepared for the carnage and destruction left behind after a battle and the images of the horror never leave them. In the aftermath of each battle, the pilot gains 2 Stress if the Collateral was Mild, 4 Stress if the Collateral was Moderate, 6 Stress if the Collateral was Heavy or 8 Stress if the Collateral was Devastating.

Condescending
Social
Depth Value: 10
Effect: You have a tendency to come off as a total prick to people that can't follow along with your intellectual conversations. You take a -10 Penalty to any Empathy based skills directed against someone with an Intelligence Score lower than your own.
Special: This Drawback may only be taken by the Nerd Root.

Conduit
Other
Depth Value: 5
Effect: The character suffers from a sensitivity to all things abnormal. This is what grants them their high Synchronization Ratio, but also leaves them vulnerable to other forces.
Whenever the character suffers Synch Disruption, the gain 1 Stress as well. In addition, at the GMs discretion, this sensitivity may result in the character having some strange insight to the Angels themselves.
Special: This Drawback may only be taken by the Impact Baby Root.

Coward
Other
Depth Value: 5
Effect: The character shies away from danger and avoids harm. He has a natural -20 penalty to the Bravery skill.
Special: This Drawback may not be taken with the "Fearless" Asset.

Damaged Goods

Mental

Depth value: 5

Effect: The pilot has already suffered a traumatic and bloody tragedy that has left them deeply scarred. Begin play with 15 Stress in your Stress pool.

Dependent

Social

Depth Value: 5

Effect: The pilot's sense of self-worth is overly influenced by the opinions of others. Choose one person to become emotionally dependent on. They seek that person's approval whenever possible, and if that person ever openly scorns the pilot, they gain 1d6 Stress and must choose a new person to become emotionally dependent on by the start of the next session. If another pilot is chosen for this Drawback, they find the Dependent's neediness to be grating. They gain the "Emotionally Burdened" Aspect, and may Trigger it by openly scorning or rejecting the Dependent.

Special: You must get permission from the pilot's player before choosing them for this Drawback.

Depressive

Mental

Depth Value: 10

Effect: The character is prone to dark moods. At the beginning of each session, they must roll a Resolve test. If this test is failed, the character begins the session with one level of fatigue that persists for a number of hours equal to 1d6+the number of degrees of failure. No ability may remove this level of fatigue until that time is up.

Duty of Care

Other

Depth Value: 15

Effect: Sometimes, surviving is its own punishment. There is someone, possibly a relative or friend, who has no one else to care for them, and is incapable of caring for themselves. Either as a result of obligation or compassion, the pilot's attachment to this ward is a defining aspect of their person.

This ward, the reason for their helplessness, and the pilot's connection should be defined through discussion with the GM.

If the pilot ever believes this person to be in danger (be it direct or indirect) they must pass a -10 Resolve test or rush to their aid. If they have confirmed that their ward is in immediate danger, they automatically fail the Resolve test, though in their frenzy to help their charge they gain a +20 to all tests directly related to aiding the ward.

Should the person ever be harmed, the pilot takes 1d6 Stress. If the ward ever dies or is taken away from the pilot permanently, the pilot immediately gains 2d10+10 Stress as well as 2 Doom.

Special: This Drawback requires special permission from the GM, and any GM unwilling to give the player time to interact with their ward in character is recommended to not allow its use.

Dumbass

Mental

Depth Value: 10

Effect: The pilot's Intelligence score is treated as half its actual bonus for the purpose of skills.

Every Man for Himself

Other

Depth value: 5

Effect: The character suffers from an incredible lack of trust in his fellow man, one which is not entirely undeserved. Whenever they are presented with an opportunity where they must trust someone else with something they feel is important, they are required to bet 1 Luck. If no Luck is bet, they must decline to trust that person at this time and refuse to cooperate with them on this matter. If the Luck is bet, and the trust is not betrayed, the Luck returns to this player's control. If, however, the character's trust in another appears to have been betrayed the Luck is lost. If a pilot has been trusted, the trusted pilot gains the "Fragile Trust" Aspect. The pilot may willingly betray the trust in order to Trigger this Aspect. Until the matter of trust has been resolved, the Luck is unusable.

Special: This Drawback may only be taken by the Derelict Root.

Fanatical

Other

Depth Value: 10

Effect: Choose an organization, cause, or moral code. The character will follow the tenants of that code (or orders handed down by important officials of that organization) even if it means danger or death. Breaking from this tradition willingly requires the expenditure of 1 Luck. If a total of three Luck have been spent to accomplish this, regardless of the length of time in between them, the player immediately gains 1 Doom and this Drawback is erased from their character sheet.

Foe

Other

Depth Value: 5

Effect: Someone, for real or imagined reasons, hates the pilot and seeks to ruin him. This person may be a superior officer, news reporter, or even a humble yet resourceful member of the janitorial staff. The foe should be a constant interference in the pilot's life, either as a nagging nuisance or legitimate threat. The GM and player should discuss who this person is and why the situation exists. Whenever the Foe goes out of their way to cause the character distress, the character gains Stress. The amount of Stress is relative to how the player responds. If the character clearly shows their distress at the time, they gain only 1 Stress, or 1d6 in the case of extreme acts on the part of the Foe. If the character attempts to repress or otherwise ignore their situation, it deals more harm than good in the long run, ranging from 1d6 to 1d10 Stress depending on the extent of their suffering.

Frail

Physical

Depth Value: 15

Effect: The character's health is easily set off balance. Even a relatively minor accident, which might quickly heal in a healthier child, can set off a chain reaction of weakness, infection and failure that can even prove to be life-threatening. Whenever this character gains Injury, they always gain 1 extra.

Special: This Drawback may only be taken by the Challenged Root.

Gullible

Social

Depth Value: 10

Effect: The character is especially vulnerable to the ulterior motives of others. Convince, Persuade and Deceive skills rolled against this character get a +20 bonus.

High Strung

Mental

Depth Value: 10

Effect: You have always been a little tightly wound, prone to dramatic breakdowns whenever the situation gets out of control. Whenever you would gain a random amount of Stress, roll twice and take the higher amount.

Hoarder

Other

Depth Value: 5

Effect: In a post-Impact world, resources are often scarce. Either because their caretakers never provided it, or because their family never had much to go around, the pilot is used to having only as much as they could gather and keep to themselves. Even now, these old habits have a firm hold on them, and they have a tendency to collect and store things "just in case." In addition, sharing is against their nature and, unless someone uses Convince or Persuade to coerce them, the character must test Resolve when prompted to let something leave their possession. On a failure, they refuse to let it go, no matter how much someone else might want or need it. Obviously harmful objects, such as a live grenade, do not apply.

Honor Before Reason

Other

Depth Value: 5

Effect: The character is simply too honest to pull the wool over the eyes of others, either by will and by choice or by simply being a terrible liar who has no aptitude for deception. The character suffers a -5 penalty to the Trickery Skill group.

Idolatry

Social

Depth Value: 15

Effect: The pilot has an unhealthy and obsessive attachment to one of their fellow pilots. However, this isn't genuine affection or respect; they worship a perfect, ideal image of their teammate that was invented to fulfill their own emotional needs. The pilot must choose one of the other pilots to be their idol. They need not choose their idol immediately, but it must be selected by the end of the second session.

The pilot overly values their idol's words and opinions, and is easily manipulated by them. The pilot will carry out most of their idol's requests without question. If the pilot wishes to decline their idol's request, they must spend a point of Luck. Spending Luck allows the pilot to decline that particular request for the remainder of the session.

The idol also gains a Aspect called "Letting (You) Down", which they may trigger for Luck by roleplaying how they have failed to meet the pilot's unrealistic expectations in order to benefit. When the idol takes advantage of this Aspect, the pilot gains 1d10 Stress as they struggle to reconcile reality and fantasy. If the idol ever dies or is taken away from the pilot permanently, the pilot immediately gains 2d10+10 Stress as well as 2 Doom.

Special: You must get permission from the pilot's player before choosing them for this Drawback.

Inflexible Mind

Mental

Depth Value: 5

Effect: The character is trained to look at problems in a single, certain way. Reduce both Intelligence and Empathy by 2.

Know Your Place

Mental

Depth Value: 10

Effect: All insubordination and cleverness when reporting to superiors was slowly beaten out of most Neo-Spartans. Whenever a Nerv-based authority figure gives the Neo-Spartan a command, the character must Test Composure or follow it without question. In addition, the character may not roll Empathy based skills directed at superior officers and authority figures.

Special: This Drawback may only be taken by the Neo-Spartan Root.

Letdown

Mental

Depth Value: 10

Effect: You are well aware that people don't think you are going to be as good as the other pilots, and you hate to prove them right. Whenever your Evangelion is defeated, or you are otherwise removed from an Angel fight for the rest of its duration, gain 1d10 Stress from the shame.

Special: This Drawback may only be taken by the Poster Child Root.

Life Support

Physical

Depth Value: 15

Effect: The character has a chronic and severe health condition. Mere medication is often not enough, as they require health monitoring equipment that makes their room resemble a hospital room much more than any child's bedroom. You always require plenty of rest, and on any night that you do not spend asleep in your room (or in some location with similar health equipment) you must test Physique. On a success, you begin the next day with 1 Fatigue. On a failure, you begin the next day with 1 Injury. You do not recover from Fatigue and Injury without your medical equipment. Prolonged periods of time away from such medical care will almost certainly prove disastrous within a matter of days.

Special: This Drawback may only be taken by the Challenged Root. This Drawback may not be taken with the "High Endurance" Asset.

Lonely

Social

Depth Value: 5

Effect: The pilot doesn't handle being by themselves very well. All Standard Luck uses cost twice as many Luck when the character is isolated with no other people around. Being alone in a space would only count if they were not in contact with other people at the time; as such this does not apply to being in the entry plug during a battle where the constant contact with Nerv's support staff and other pilots provides plenty of emotional reinforcement.

Loveshy

Social

Depth Value: 10

Effect: The character is both starved for romantic attention and deathly afraid of it. They are unable to communicate or reciprocate the desire for intimacy because of their crippling fear of rejection and deep-seated feelings of inadequacy. They may only use half their Empathy score for skills when interacting with the opposite sex, as per Repellent.

In addition, close-proximity or provocative encounters with the opposite sex causes them great distress, as does reminders of their own (real or imagined) failures at intimacy. In such situations, the character gains 1d6 Stress and 1 temporary Fatigue. This Fatigue lasts until the stimulation has passed, plus an additional 1d10 minutes (or Intervals). This Fatigue, for as long as it lasts, penalizes the character as normal, and can even cause them to faint. If the character would be subject to this Drawback a second time during their rolled duration, they roll for additional duration but do not gain additional Fatigue.

Pilots of the appropriate sex also gain a "Cruel Temptation" Aspect, so long as they do not possess the Repellent Drawback. The pilots must roleplay out how their actions, intentional or not, trigger the Loveshy character's discomfort in order to benefit. If the Loveshy character ever willingly participates in a meaningful act of intimacy, they increase their Doom by 2 and this Drawback is erased from their character sheet.

Low Pain Threshold

Physical

Depth Value: 10

Effect: The character takes a -15 Penalty to Physique from Fatigue instead of the normal -10. This applies to Injury as well.

Special: This Drawback may not be taken with the "High Endurance" Asset. This applies to the pilot, not their Evangelion.

Medicated

Physical

Depth Value: 5

Effect: Choose any one Personal Score. The pilot has a chronic condition that threatens that Personal Score and must take Medication to treat it. Each week the pilot takes their medication, roll 1d10 and compare it to the chart below for Side Effects for the week. At the end of the week, the Side Effects go away. In any week in which they do not take medication for their condition, they reduce that Personal Score by 1d10 until they do receive their medication and get some rest. However, even then, their chosen Personal Score is not restored to full as they permanently lose 1 point in the Personal Score per week they went without medication.

Roll	Side Effect
1	The medication fails to work properly. -3 to the chosen Personal Score
2-9	The usual side effects. -3 to any other Personal Score (your choice).
10	The medication causes vivid nightmares. 2 Stress.

Meek

Social

Depth Value: 5

Effect: The character cannot present themselves with conviction or confidence, either to an individual or a crowd. This could be the result of an obvious impairment such as a stutter or simply low self-esteem. They suffer a -5 penalty to the Speech skill group.

Memento

Other

Depth Value: 5

Effect: The character has, in their possession, one small item that they consider irreplaceable and of immense value. This item cannot be a weapon or other restricted item. If taken or lost, the character must try everything they can to retrieve it and suffer a -10 to all tests until they have it back in their possession. If lost permanently, the -10 penalty persists until the character opts to take 20 Stress, at which point the penalty is removed.

Mental Conditioning

Mental

Depth Value: 10

Effect: Various forms of subliminal messaging and indoctrination have been used to make Manufactured incredibly obedient resources for Nerv. To disobey a direct order given in combat by a member of the organization that created them, they must pass a difficult (-10) Resolve Test. Outside of combat this control lessens, but is still present, requiring a normal Resolve test to disobey.

Special: This Drawback may only be taken by the Manufactured Root.

Mildly Doomed

Other

Depth Value: 5

Effect: Things are going to suck for you in the long run, but only a little. You begin play with 1 Doom.

Pacifist

Social

Depth Value: 5

Effect: The character is not a soldier. The taking of another human's life is abominable to them. In order to take any action that they know would harm another person, they must first spend 1 Luck. After this expenditure, this trait may be ignored for the rest of the confrontation, or session, whichever is shorter.

Phobia

Mental

Depth Value: 5

Effect: The character has an irrational fear of some specific thing. When exposed to the thing that they fear, the character immediately gains 1d6 Stress and 1 temporary Fatigue that lasts for as long as they are confronted by their Phobia, as well as for 1d10 intervals afterward. This Fatigue, for as long as it lasts, penalizes the character as normal, and can even cause them to faint.

Special: This Drawback may not be taken with the "Fearless" Asset.

Physically Challenged

Physical

Depth Value: 15

Effect: The character has trouble moving due to some physical injury, deformity, or neurological condition. The character may only crawl without the use of assisting equipment (such as crutches or a wheelchair). Even with such assisting equipment, their condition leaves them unable to succeed at any test of the Sports Skill Group, as well as suffering a -10 penalty to either the Might or Finesse skill group (player's choice). This applies only to when the pilot is outside of an Evangelion, which lacks their shortcomings. This does not affect their Evangelion or their actions within one.

Special: This Drawback may only be taken by the Challenged Root.

Pick Your Battles

Other

Depth Value: 10

Effect: For some, no conflict is worth any pain to themselves. When helping another person would put the character at risk, they must test Resolve. On a failure, they decide not to. If helping them is absolutely crucial to the character's own success or survival (such as having something they need and cannot get elsewhere), they get a +10 to their roll.

Poor Vision

Physical

Depth Value: 5

Effect: The character's eyesight is impaired, giving them a -5 penalty to the Awareness Skill Group.

The exact cause of this impairment can range wildly, from partial blindness to an actual missing eye. However, no matter the reason, it is crucial that this cannot be corrected. Saying that the character has poor eyesight, but then wears corrective lenses to negate it, would not be a valid use of this Drawback.

Repellent

Social

Depth Value: 5

Effect: The character is, simply put, ugly as sin. They may only use half their Empathy score for skills when interacting with the opposite sex.

Special: This Drawback may not be taken with the "Fetching" Asset.

Significantly Doomed

Other

Depth Value: 10

Effect: The gods hate you. You begin play with 3 Doom.

Stalker

Other

Depth Value: 10

Effect: The character has a self-proclaimed '#1 Fan' that is a little TOO into you. They don't just follow the character's exploits, they follow the character.

Establish an NPC not entirely unlike if you had taken the Foe talent. This NPC, rather than meaning you harm and ruin, simply wants to be near you and take pictures with you (or of you) and collect things of yours. Like a piece of trash you dropped, or an article of clothing, or a lock of your hair. Suffice to say that, regardless of their intentions they come off as incredibly creepy. Prolonged exposure to your Stalker incurs Stress depending on the situation (no less than 1, no more than 5 for a single scene). In addition, your Stalker can't help but proclaim to the world whenever he accomplishes another one of his obsessive goals or adds to his 'collection', the fallout of which often adding another 1d6 Stress.

The Stalker's emotional state is likely very unstable, and indulging them or outright rejecting them may provoke more… extreme actions on the part of the Stalker.

Special: This Drawback may only be taken by the Poster Child Root.

Stylized Eva

Other

Depth Value: 5

Effect: Like you, your Evangelion was chosen for style over substance. It seemed only natural to put the machine in your care. Choose one non-Cosmetic Distinguishing Feature of your Evangelion, as dictated by your Evangelion Type. Remove that, and instead roll an additional Cosmetic Distinguishing Feature in its place.

Special: This Drawback may only be taken by the Poster Child Root

Synch Sickness

Physical

Depth Value: 5

Effect: Maybe you're allergic to the LCL, or it could be exposure to AT Fields is bad for your constitution. Whatever the case, everyone is surprised they chose you to pilot. Whenever you synchronize with an Evangelion for any reason roll a 1d10. On a 1 you immediately gain one level of Fatigue. On any other result you gain a level of Fatigue immediately after exiting the Evangelion, or if the Angel is defeated.

Special: This Drawback may not be taken with the "High Endurance" Asset. This Drawback may only be taken by the Challenged, Nerd, and Poster Child Roots.

There is Only War

Social

Depth Value: 10

Effect: The Neo-Spartan program is excellent at producing child soldiers, and terrible at producing children. This character treats the Read Person, Inference and Common Knowledge general skills as if they were Restricted Skills.

Special: This Drawback may only be taken by the Neo-Spartan Root.

Uneducated

Other

Depth Value: 10

Effect: Growing up in the conditions you did, it is no surprise that your education is lacking. Begin play with a -10 penalty to the Knowledge skill group, and your Character are unable to read until such a time that they become Proficient in the Common Knowledge skill.

Special: This Drawback may only be taken by the Derelict Root.

Untrained Eye

Mental

Depth Value: 5

Effect: Lacking the combat training of other Pilots, the character lacks the skill to feel openings in enemy defenses. They suffer a -3 miscellaneous penalty to both Eva Firearms and Eva Martial.

Weak Heart

Physical

Depth Value: 15

Effect: This character has a serious heart condition, one which may yet prove to be terminal. Whenever they gain 10 or more Stress from a single source, regardless of the type, their heart is overwhelmed and threatens to go into cardiac arrest. At such times, the character immediately gains 1d6/2 Fatigue. However, if the character has 4 or more Doom, they must instead Test Physique. On a success, they take the 1d6/2 Fatigue as before. On a failure, they instead gain 1d6/2 Injury.

Special: This Drawback may only be taken by the Challenged Root.

Weakest Link

Mental

Depth Value: 5

Effect: This character doesn't perform well under stress, and is especially slow to adapt to the changing battlefield. When Surprised, this character is always Surprised for an additional 3 Intervals.

Weak Willed

Mental

Depth Value: 5

Effect: The character has poor self-control in and out of the Eva. They take a -5 penalty to the Will skill group.

Weird-Looking

Physical

Depth Value: 5

Effect: Your artificial origins are plain as day to anyone who sees you. You might have an unnatural hair or eye color, be white as a sheet, or have even stranger physical features. In any event, you aren't able to meaningfully hide this feature and Notice attempts made against you while outside your Eva have a +10 bonus.

Special: This Drawback may only be taken by the Manufactured Root.

Wimp

Physical

Depth Value: 5

Effect: The pilot's Physique score is treated as half its actual bonus for the purpose of skills.

Assets

Adaptive
Physical
Depth Value: 10
Effect: The character is used to dealing with adverse conditions almost every day, and can bounce back quickly from what would cripple others. Whenever the character gains the Blind, Catatonic, Dazed, Helpless, Stunned, Surprised or Winded conditions for a set number of Intervals, they may roll 1d6. They reduce the duration of that Condition by a number of Intervals equal to the rolled amount, to a minimum of 1. In the event that the rolled number is a 6, they may instead reduce to a minimum of 0 Intervals.
This Asset may only be used by the character once per round.
Special: This Asset may only be taken by the Challenged Root.

Battle Scar
Physical
Depth Value: 5
Effect: Some of us get lucky and survive what should have been a fatal wound… but not without setbacks. When Defying Fate to avoid Critical Injury (but not other forms of Defy Fate) the player may choose to take an additional Physical drawback in place of spending Luck OR in place of gaining Doom. Once used, this Asset is removed from the character sheet.
Special: This Asset may only be taken by the Athlete, Derelict, Challenged or Neo Spartan Roots.

Beginners Luck
Other
Depth Value: 10
Effect: Whenever Luck is spent in order to gain a reroll, gain a +10 bonus to that reroll.

Bookworm
Mental
Depth Value: 10
Effect: Before joining Nerv, the character was sneaking books far above his age's reading level from the local library. Through this dedicated extracurricular studying they have a basic understanding of a variety of topics, some basic, some advanced. The character gains a +10 bonus to the Knowledge Skill Group.
Special: This Asset cannot be taken with the Uneducated drawback.

Break In
Other
Depth Value: 5
Effect: So maybe it's not exactly "legal", but there is a lot you can learn from desperate criminals while living on the street. The character begins play proficient in the Open Lock restricted skill.
Special: This Asset may only be taken by the Derelict Root.

Combat Training
Physical
Depth Value: 10
Effect: All the other kids with the pumped up kicks better outrun your gun. You begin Proficient in the Combat Restricted Skill.
Special: This Asset may only be taken by the Derelict, Manufactured, and Neo-Spartan Roots.

Complex Extension
Mental
Depth Value: 5
Effect: It takes calculations that make your head spin, but you can reach with your AT Field to give yourself an edge over the enemy. The maximum amount of AT Potential you can spend to Augment a power is equal to your Intelligence Bonus rather than your ATS.
Special: This Asset may only be taken by the Visionary Root.

Creative
Mental
Depth Value: 5
Effect: You show a natural talent for putting together new and unique pieces. Some useful, others not. You treat the Arts skill group as if it was based on Intelligence rather than Empathy. In addition, gain a +5 Miscellaneous bonus to both Symbolism and one Creative Activity Skill of your choice.
Special: This Asset may only be taken by the Visionary Root.

Cynic

Social

Depth Value: 5

Effect: The character is less easily swayed by emotion and always reads between the lines, looking for the catch. They begin play Proficient with the Read Person skill, and furthermore gain a +10 situational bonus to Read Person when used to oppose Deceive, Persuade, or Convince.

Evangelion Training

Other

Depth value: 10

Effect: The Neo-Spartan program has left you more than equipped to handle the Evangelions as weapons of war. You have spent years of training for nothing else. You begin play with a +5 bonus to both Eva Martial and Eva Firearms.

Special: This Asset may only be taken by the Neo-Spartan Root.

Extra Special

Other

Depth Value: 5

Effect: The Evangelion gains an additional History or Experimental Distinguishing Feature, rolling on the appropriate tables as normal.

Extrovert

Social

Depth Value: 10

Effect: The character increases their Speech skill group by 10.

Special: This Asset cannot be taken with the Meek drawback.

First Response

Mental

Depth Value: 10

Effect: Despite your age, you are enrolled in a medical program and have a bright future in the field of medicine. Or you could have just been in the Boy Scouts. You begin Proficient in the Medic Restricted Skill.

Fearless

Mental

Depth Value: 15

Effect: Legendary courage or simply a special form of insanity? Either way, the character is immune to the Fear and Terror conditions.

Special: This Asset may not be taken with the "Coward" Drawback.

Feedback Training

Mental

Depth Value: 5

Effect: Nerv assumes the worst can, and will, happen to the pilots during their encounters with the Angels. The steps taken to prepare their pilots for this are as inhumane as they are effective. The character begins play with a +1 bonus to their Strain Threshold and a +5 miscellaneous bonus to Resolve.

Special: This Asset may only be taken by the Neo Spartan Root.

Fetching

Social

Depth Value: 5

Effect: Gain a permanent +10 to Empathy based skill tests directed at those attracted to your character's gender.

Foresight

Mental

Depth Value: 5

Effect: The character has exceptional planning skills, and can avoid major pitfalls with a little extra thought. By succeeding on an unmodified Intelligence Test a character with this asset may, no more than once per session, consult with the GM about a specific course of action. The GM is required to explain if and how the idea is inherently flawed but only in the context of information the character can be expected to know. If the Intelligence Test fails, the use for that session is still used up.

High Endurance

Physical

Depth Value: 10

Effect: The first time that the character would take Fatigue in a session, they take 1 less to a minimum of 0.

Special: This Asset may not be taken with the "Chronic Pain" Drawback.

Implanted Memories

Mental

Depth Value: 5

Effect: Nerv can't simply wait around for Manufactured to learn naturally. So they did the next best thing: implanting the memories of someone who did. Choose any two non-restricted Skills and gain a +5 Miscellaneous Bonus to them.

Special: This Asset may only be taken by the Manufactured Root.

Level Headed

Mental

Depth Value: 5

Effect: The character possesses the mental fortitude to stay functional even under extreme mental stress. They gain a +10 Misc bonus to Composure.

Made For Each Other

Other

Depth Value: 5

Effect: Your assignment to your Evangelion wasn't random. Either you were selected to pilot this Evangelion because it believed it suited your style, or the Evangelion was built to incorporate some element to better suit you. In either case, you have a greater level of control over your Evangelion's Distinguishing Features.

Choose one Distinguishing Feature category of your Eva Type that you would normally roll for, and select a single result of that table. Your Evangelion has this feature as if you had rolled it.

For the remaining Distinguishing Features, you roll and apply your results as normal.

Mimic

Social

Depth Value: 5

Effect: Some people collect stamps, others collect voices. Nothing strange about that. The character may test the Persona skill to disguise their voice and sound like someone else. If they have spent several hours practicing, they can mimic a specific voice with no penalty to the roll.

Mr. Wizard

Mental

Depth Value: 10

Effect: Your intelligence has more practical applications than just logic puzzles and remembering obscure facts. That same logical aptitude has made you a natural at computer programming. You begin Proficient in the Cybersecurity Restricted Skill.

Special: This Asset may only be taken by the Nerd Root.

Negotiator

Social

Depth Value: 5

Effect: The character is used to being in a bargaining position as a result of the events that lead to them becoming a pilot for Nerv, and taking advantage of the status that an Eva Pilot allows. They begin play proficient with the Negotiation restricted skill.

Special: This Asset may only be taken by the Poster Child Root.

Packrat

Other

Depth Value: 5

Effect: The character can never afford to be caught without exactly what they need. They may spend 1 Luck at any time to suddenly have on their person a single small item, even if they did not previously appear to have it. This item requires GM approval and may not be a weapon.

Pain is Power

Mental

Depth Value: 5

Effect: Overcoming your physical disability to lead a normal life is not the act of a man who takes things lying down. You gain a +10 miscellaneous bonus to Resolve.

Special: This Asset may only be taken by the Challenged Root.

Prodigy

Mental

Depth Value: 5

Effect: Your knack for AT Fields and their use is beyond compare, allowing you to easily reach master proficiency. All Empathy-based prerequisites for AT Powers you may instead fulfill with an equal amount of Intelligence.

Special: This Asset may only be taken by the Visionary Root.

Replaceable

Other

Depth Value: 10

Effect: Some Clone lines are considered genetically stable and important enough to be batch grown. Whenever the character is required to Defy Fate to avoid Critical Injury or otherwise stay in play, they may activate this Asset to negate any increase to Doom. In truth, whatever horrible fate does befall the pilot, but a clone in perfect health (no Critical Injuries or other conditions) appears within 24 hours to take their place. This clone has all of the pilot's memories, Talents, Assets, and Drawbacks. Once this Asset has been used 3 times, it is removed from the character sheet.

Special: This Asset may only be taken by the Manufactured Root.

Resourceful

Other

Depth Value: 5

Effect: The character has learned to do a lot with very little. The character may spend 1 Luck to add an additional +10 bonus to their roll, before the roll is made. This may not increase the bonus to more than +30.

Run Away

Mental

Depth Value: 10

Effect: Growing up in the hazardous environment of city slums has given you a very strong 'fight or flight' response, one that is heavily weighted toward 'flight'. Those same instincts that kept you from freezing up when your life depended on it then are just what you need to survive a battle against the Angels. No Condition can prevent you from taking a movement action, even if you would normally be unable to take actions of any kind. The only exception is if you are totally unconscious.

Special: This Asset may only be taken by the Derelict Root.

Sandbox

Other

Depth Value: 10

Effect: You have a knack for getting into places you shouldn't, much to Nerv's displeasure. You go where you please. When using Defy Fate to help get into someplace you are not supposed to go (by exerting narrative control to give yourself the tools or opportunity you need), roll 1d6. You only gain Doom on a roll of 1, though you must still spend the required amount of Luck.

Special: This Asset may only be taken by the Derelict Root.

Second Wind

Physical

Depth value: 10

Effect: The character has a heroic stamina, and is able to go on well after others would have collapsed. They may spend 1 Luck once per session to immediately remove all Fatigue they have gained. This ability can be used if they are already unconscious, but does not ever affect Injury.

Special: This Asset may only be taken by the Athlete Root.

Sponsor

Other

Depth Value: 10

Effect: The pilot is in a unique position where they and their Evangelion are backed by a party outside of Nerv. While this does mean that Nerv does not have to pay for them, it also means that Nerv has less control over how those resources are spent. This player does not contribute the normal +3 to the pool of Nerv Resources. Instead, regardless of whose task it is to assign Nerv Resources for this fight, this pilot gets a separate pool of Nerv Resources equal to their Empathy Bonus + 1 which they may spend as they see fit to their benefit. Any additional Nerv Resources that this player may generate (such as the Comms Array Distinguishing Feature or the Form Up talent) instead applies to their personal supply, not the normal group Nerv Resources pool.

Any Nerv Resources option bought from this pool is only available to the rest of the pilots if this player allows it.

Special: This Asset may only be taken by the Poster Child Root.

Strong Connection

Other

Depth Value: 5

Effect: Feeling the pain of the Evangelion creates a sympathetic chain reaction. Whenever you would gain Strain, you may choose to gain 1 more than normal in order to immediately Synch Disrupt +1d6. Likewise, when a Hit Effect deals you Stress, you may take an additional 1d6 Stress to Synch Disrupt +1d10.

Special: This Asset may only be taken by the Impact Baby Root.

Superior Specimen

Physical

Depth Value: 5

Effect: The character is a paragon of human ability. The character's Physique personal Score is increase by 3.

Special: This Asset may not be taken by the Challenged Root.

Survival Instinct

Mental

Depth Value: 5

Effect: The character is quick on their feet, and tends to handle themselves under pressure better than others. When suffering from Fear or Terror the player may pick what option of that condition affects their character rather than rolling for it randomly.

Survivors Luck

Other

Depth: 10

Effect: A close brush with Death is always sobering, but you have an easier time bouncing back from its effects than others. If you have less Luck than you have Doom, you can benefit from one of your Luck Triggers more than once in the same session.

Synch Flux

Other

Depth Value: 5

Effect: By some quirk of fate or biology, the character has some degree of control over how their Synch Ratio's fluctuations. Whenever the character's Synch Ratio would change for any reason other than this trait, afterward their SR increases by 3.

Special: This Asset may only be taken by the Impact Baby or Visionary Roots.

Tough Stuff

Physical

Depth Value: 10

Effect: The character has a resistance to pain, either natural or acquired at great personal sacrifice. Their Strain Threshold is 2 Higher than normal.

Unremarkable

Social

Depth Value: 5

Effect: The character just has one of those faces. The ones you see on the street every day and never really remember. All attempts to Notice them outside of the Eva are at a -10, though a dedicated Search suffers no such penalty.

What Doesn't Kill You…

Mental

Depth Value: 5

Effect: As time goes on, and you experience the horrors of Angelic warfare, you become jaded. You gain a bonus to your Strain Threshold equal to your Doom.

Wheelman

Physical

Depth Value: 10

Effect: You've got a license and you're not afraid to use it. You begin play Proficient in the Drive Restricted skill. In addition, you also have a scooter with a sidecar among your personal belongings. Should this ever be destroyed, it is up to you to replace it.

Special: This Asset may not be taken by the Challenged Root.

You or Me

Other

Depth Value: 10

Effect: It is a dog-eat-dog world out there. When the character would be hit by an attack, they may choose to spend 1 Luck to redirect that attack to instead hit an ally within the same Engagement as them. The sudden nature of the situation catches the new target off guard, and the ally may not spend Stamina to activate defensive actions in time (though they may spend AT Potential on Spread Patterns). Jerk.

Destrudo

Every character in Adeptus Evangelion has some flaw or part of them that holds them back from being a healthy individual. Destrudo, a psychology term for a destructive impulse, represents a negative aspect of the character they will likely never be over. Your character's Destrudo defines them, shapes their overall arc, and is a valuable gameplay resource.

A player can use his Destrudo to generate Luck for the character. By roleplaying out the Destrudo and its effects on the character, a player can declare that he has Triggered his Destrudo. If the roleplaying was relevant to the Destrudo and the GM approves, the character will gain one Luck after the event has played out. **A character may Trigger their Destrudo and each of its associated Symptoms (see below) once each per session.**

A Destrudo should be a very basic, fundamental part of the character. A Destrudo is most often a psychological condition of the character--some basic inability to cope with an aspect of human nature. With GM approval, a Destrudo can also represent other intrinsic and immutable circumstances that have a negative impact on the character. When creating your Destrudo, give it a memorable name and then a description of how it impacts the character, their beliefs, and behavior. Keep your description to a few short sentences at most; being overly specific when creating your Destrudo can make it more difficult to Trigger.

Symptoms and Breakdowns

While the Destrudo is the heart of the pilot's issues, their Symptoms are how they manifest to the world. Symptoms are slightly more specific than Destrudos and are intended to describe how the character attempts to cope with their inner flaws. Symptoms should always be actions; bad habits that the pilot routinely engages in that make their life harder than it has to be. Just like a Destrudo, a Symptom can be roleplayed in order to Trigger Luck.

Each Symptom also has a related Breakdown that you will create. On certain Stress Breaks, a character will suffer a Breakdown, which is a more extreme version of their Symptom (See Chapter 10 for more details). While a Symptom is something the character is somewhat in control of, a Breakdown strips away that illusion and leaves the character at the whims of their emotions. When creating a Breakdown, work with your GM to devise something you are comfortable with roleplaying but still provides you with a challenge.

When crafting your Symptoms and Breakdowns follow the same format as when building your Destrudo. A good name, and then a few sentences of description which describe how your character acts out their dysfunctions.

Examples from the Anime:

Shinji

Destrudo: Hedgehog's Dilemma. While he craves human warmth and affection, he is too afraid of being hurt to get close to anyone.

Symptom: Quitter . Shinji's estranged relationships have given him the impression that he just isn't good enough for anyone or anything. When presented with a challenge, Shinji has a tendency to give up without a fight.

  Breakdown: Shinji doesn't just give up on a task or challenge, he gives up on everything. Reasoning that nobody will even care if he's gone, Shinji neglects his responsibilities and runs away, literally or figuratively.

Symptom: Desperate for Approval. Shinji is profoundly impacted by the expectations of others, especially from his father. He quickly falls prey to social pressure, and is especially vulnerable to even the smallest acts of kindness (real or imagined).

  Breakdown: Shinji becomes so desperate that he is willing to do clearly dangerous or near suicidal things to prove that he's needed. He won't turn down any request or run away from any threat, even if there is no promise of reward.

Asuka

Destrudo: Hedgehog's Dilemma. Much like Shinji, Asuka needs real human connections, but her past traumas have left her unwilling to be vulnerable.

Symptom: Aggressive. Asuka avoids the possible threat of rejection by rejecting others first. She's prickly, short-tempered, and rude, especially to people whose opinions she actually values.

  Breakdown: Feeling threatened and exposed, Asuka dials it up to 11. Asuka deliberately says and does things she knows are hurtful and mean-spirited, ironically targeting the people she is closest to first.

Symptom: Attention-Seeker. Asuka has made the mistake of confusing attention with adoration. She frequently grand-stands, makes boasts that are not reasonable and realistic, and is jealous when others have the spotlight.

  Breakdown: Asuka becomes starved for validation and affection. Her ploys to garner attention become more absurd and provocative, and she does things she normally wouldn't be comfortable doing for that fleeting feeling of being wanted.

Rei

Destrudo: Worthless. She knows she can be replaced; after all, she has been replaced before. Rei believes that the Evangelion is all she has and is completely without use, value, or purpose otherwise.

Symptom: Self-neglect. Rei doesn't believe she is worth anybody's concern, doing the bare minimum needed to stay alive. Consequently, she barely eats, comes to school despite serious injuries, and lives in an otherwise empty, trashed out apartment. It's a small miracle that she bathes (someone probably ordered her to do it).

Breakdown: Rei's disregard for herself reaches new lews, fulfilling her duty without considering her own survival. It doesn't matter anyway, they'll just make a new Rei once this is all over and everyone will forget about her.

Symptom: Awkward. Rei isn't used to feeling much of anything at all, but lately, she's been feeling different from her normal self. Unfortunately, she lacks the vocabulary and context to frame her emotions. She stays silent when she should share, and says things better left unsaid, which has a tendency to unnerve the people around her.

Breakdown: Rei continues to make a fool of herself, completely unable to handle the everyday feelings of affection, hurt, and jealousy. Though her face may stay as calm and serene as ever, Rei is liable to make extremely foolhardy, irrational decisions in the name of emotions that she can't even name.

Original Example

Anastasia

Destrudo: Anxiety. Anastasia believes the world to be a dark and scary place, with the unpleasant and unexpected around every corner.

Symptom: Overprotective. Anastasia feels a deep need to protect her little sister, against what she feels is a cruel world. She will lose sleep and give up meals to make sure her sister fed and safe, and only does the bare minimum of maintenance on herself.

Breakdown: If Anastasia feels she has failed in her duties, she will double down, start skipping school, forgetting to eat entirely, and otherwise damage her personal life even more to make up for her perceived laxness. She will not let her sister out of her sight and must be forcibly separated from her.

Symptom: Control Freak. Anastasia clings to rules and systems, which to her are very safe and reliable. She constantly nags and worries about inconsequential details, rituals, and other minutia to the point where it grates on others.

Breakdown: Nobody else seems to understand the importance of structure, so she'll make them understand. Anastasia no longer trusts other people to handle themselves and wastes hers and everyone else's time doing things for them, reacting with rage and condescension if confronted. If something isn't perfect, Anastasia will refuse to move forward until it is right in her mind, obsessively correcting over and over again.

Chapter 5: THE TREE OF LIFE

Your Root, Assets and Drawbacks define much of how your character begins the campaign. The Tree of Life is the system by which your character advances beyond that point.

Every character at begins with access to the **Trunk**, as well as the **Root Branch** with the same name as their Root. At the same time, players also begin with access to the options provided by their **Evangelion Type**.

From these pools of options, the character spends Experience and Enrichment to purchased Talents (or, in the case of their Evangelions, Upgrades) to unlock new abilities or increase the effectiveness of what they already have.

Talents

Talents are the meat of character creation, and represent new abilities or enhancements for the pilot. A wide category of options, not all Talents are equal. Each Talent is meant for a particular context, and sometimes this context proves to be very important.

Talents are described in the following manner

The Title of the Talent: Self explanatory

The Class of the Talent: A way to categorize the various Talents, the Class of a Talent is actually in two pieces. The first tells the type of talent (AT, Combat, Mental, Other or Social) this is usually a way of filtering Talents so that they may be referenced as a group by other abilities. For example, certain Angels might hinder AT Talents specifically, and leave others untouched.

The second part is the Action status. For many Talents, this does not appear at all because they do not interact directly with any Action. Some Talents grant you a new Action you can perform with the same name as the Talent in question, in which case a Stamina cost for the Action is also provided.

In other cases, the Talent exists as a permanent modification to an existing Action (listed as Modifies [Action Name]).

Prerequisite: What conditions must the character meet to buy the Talent in the first place.

Effect: What does the Talent do for the character once purchased.

Talents will, in general, be listed after the Branch in which they appear. Some extremely common talents (such as Skill Training) are instead listed after the Trunk so as to avoid endless repetition.

Branches

Branches exist as a way to grow and specialize your pilot over time. Much like Talents, each Branch has a set of Prerequisites that you must meet as well as a cost that you must pay in order to unlock it. In addition, Branches grant you a bonus (often a Talent) for having unlocked the Branch in the first place.

Once unlocked, you may purchase the Talents listed under that Branch in whatever combination you see fit. You are under no obligation to purchase all Talents available in a branch that you have Unlocked, though it is usually wasteful to pay for a Branch simply to buy one or two of the talents within it.

Trunk

The starting point of all pilots, containing basic talents to get you started and hold options that are available to all pilot characters.

Starting Talents: Spread Pattern (Basic Field) |, AT Power (Neutralize) |

Name	Scale	Freq	Cost	Prerequisites
Skill Proficiency	Per	∞*	1 E	---
Gain Proficiency in a single General Skill of your choice.				
Skill Training	Per	∞*	1 E	Proficiency
Add a +5 bonus to one Skill you are Proficient in.				
Skill Mastery	Per	2	1 E	Proficiency, Skill 51+
Gain Mastery in a Skill, allowing you to spend 1 Luck to automatically pass a test of that Skill.				
AT Power (Barrier)	Eva	1	20 xp	Basic Manipulation
Learn the Barrier AT Power, allowing you to create a defensive wall with your AT Field.				
Basic Manipulation	Eva	1	20 xp	Spread Pattern (Basic Field)
Learn an AT Power of your choice from the Basic Manipulation list.				
Intermediary Manipulation	Eva	2	20 xp	SR 50
Learn an AT Power of your choice from the Intermediary Manipulation list.				
Combat Advance (Eva Firearms)	Eva	1	10 xp	---
Gain a Permanent +3 Bonus to Eva Firearms.				
Combat Advance (Eva Martial)	Eva	1	10 xp	---
Gain a Permanent +3 Bonus to Eva Martial.				
Expert Focus	Eva	1	40 xp	600 xp
Gain another option from an 'Improved' talent of your choice.				
Expert Reflexes	Eva	1	10 xp	---
Use Luck in place of Stamina to Guard, but at a penalty				
Group Advancement(Any)	Per	1	2 E	---
Gain a +5 Bonus to a Skill Group of your choice.				
Boost Reflexes	Eva	1	20 xp	---
Add a +5 bonus to your Eva's Reflexes score.				
Spread Expansion	Eva	1	20xp	---
Learn a new Spread Pattern.				
Titan's Grip	Eva	1	20 xp	Eva Strength 4
Wield a 2 handed weapon in one hand, but at a penalty to damage.				

∞* - This Talent may be taken any number of times.

Trunk Talents

AT Power
AT

Effect: The pilot learns the specified AT Power.

Basic Manipulation
AT

Effect: Basic Manipulation contains the sort of AT Powers that might appear in even the lowest AT campaign, or otherwise represent the fundamentals of AT Field use. When this talent is taken, pick one AT Power from the list below to learn:

Barrier, AT Flare, AT Ping, Fortify, Inertia

Expert Focus
Other

Effect: Choose one talent with 'Improved' in its name that you have already purchased. You may select and gain another option available through that talent. You now have the benefit of that option in addition to the one you selected when you first purchased the talent. You may not select the same option twice.

Expert Reflexes
Combat

Effect: You have an inhuman reaction time. Once per round, the player may spend 1 Luck in place of 1 Stamina to activate the Guard Reaction against an attack, but the Reflexes test for it is rolled at a -10 penalty.

Intermediary Manipulation
AT

Effect: Intermediary Manipulation contains the sort of AT Powers that would appear in an average campaign, even if they represent considerable skill to use. When this talent is taken, pick one AT Power from the list below to learn:

AT Ram, Burnout, Combustion, Disrupting Shot, Disrupting Strike, Float, Funnel, Hold, Probability Surge, Remote Manipulation, Slam

Boost Reflexes
Combat

Effect: Gain a +5 Bonus to tests to Guard in your Evangelion. This talent may be taken multiple times (as your Branches allow) and stacks to a maximum bonus of +20.

Skill Mastery
Other

Prerequisite: 51+ in that Skill

Effect Choose one Skill that you are Proficient in which has a natural Target Number of 51 or more. You gain Mastery in that Skill. When prompted to roll a Skill Test for a Skill in which they have Mastery, the player may choose to instead spend 1 Luck to automatically succeed on that roll as if they had rolled exactly half of their Target Number (rounding up when necessary). A character which had a Target Number of 45 for a Skill would, on a use of their Mastery, be treated as if they had rolled 23.

Skill Proficiency
Other

Effect Each time that Skill Proficiency is purchased, choose one Skill (of any Skill Group) which you do not already possess. You gain Proficiency in that Skill, allowing you to later Purchase Skill Trainings in that skill as well as make Prepared Tests for that Skill should time and situation allow.

This talent cannot unlock Proficiency in any Restricted Skills.

Skill Training
Other

Prerequisite: Proficiency in that Skill

Effect Choose one Skill that you are Proficient in. Gain a +5 Training Bonus in that skill. This Talent may be chosen for a specific skill up to 5 times, for a total bonus of +25.

Spread Expansion
AT

Effect: Pick and learn one Spread Pattern from the following list: Accelerated Territory, Bunker Field, Layered Field, Probability Field, Stealth Field.

Titan's Grip
Combat

Effect: Through brute strength, you can perform feats beyond the scope of what Nerv ever intended for these designs. You may choose to use a 2-Handed melee weapon in one hand at no penalty to hit, but doing so imposes a -2 penalty to all damage rolls with that weapon. Despite being held in one hand, it still counts as a 2 handed weapon for all relevant abilities.

Root Branches

Athlete

These talents are by default available to members of the Athlete Root.

Prerequisites: Athlete Root   **Buy in Cost:** N/A

Special: The player begins with 1 Luck.

Name	Scale	Freq	Cost	Prerequisites
Advance(Physique)	Per	2	3 E	---
Add a permanent +5 bonus to your Physique score.				
Minor Advance (Intelligence)	Per	1	4 E	---
Add a permanent +3 bonus to your Intelligence score.				
Minor Advance (Empathy)	Per	1	3 E	---
Add a permanent +3 bonus to your Empathy score.				
Minor Advance (Synch Ratio)	Per	1	3 E	---
Add a permanent +3 bonus to your Synch Ratio score.				
Endurance	Per	1	10 xp	---
Increase your Strain Threshold by 1.				
Go Long	Eva	1	10 xp	Skill Proficiency(Throw)
Pass a small object to an ally from a distance using the Throw skill.				
Group Advancement(Might)	Per	1	1 E	---
Gain a +5 Bonus to the Might Skill Group.				
Group Advancement(Sports)	Per	2	1 E	---
Gain a +5 Bonus to the Sports Skill Group.				
All Star	Eva	1	2 E	---
Gain a +10 bonus to all Opposed Rolls based on Physique.				

Challenged

These talents are by default available to members of the Challenged Root.

Prerequisites: Challenged Root   **Buy in Cost:** N/A

Special: The player begins with 1 Luck.

Name	Scale	Freq	Cost	Prerequisites
Minor Advance(Physique)	Per	1	4 E	---
Add a permanent +3 bonus to your Physique score.				
Minor Advance (Intelligence)	Per	2	3 E	---
Add a permanent +3 bonus to your Intelligence score.				
Minor Advance (Empathy)	Per	2	3 E	---
Add a permanent +3 bonus to your Empathy score.				
Minor Advance (Synch Ratio)	Per	1	3 E	---
Add a permanent +3 bonus to your Synch Ratio score.				
Endurance	Per	1	20 xp	---
Increase your Strain Threshold by 1.				
Raise the Stakes	Eva	1	20 xp	---
Reroll any test, but gain 1 Injury for doing so.				
Group Advancement(Any)	Per	1	2 E	---
Gain a +5 Bonus to a Skill Group of your choice.				
Strong Personality	Per	1	2 E	---
Gain a +10 bonus to all Opposed Rolls based on Empathy or Intelligence.				
Influence (Any)	Per	1	3 E	---
Pick a demographic of people to gain a +10 bonus to Empathy based skills against.				

Derelict

These talents are by default available to members of the Derelict Root.

Prerequisites: Derelict Root   **Buy in Cost:** N/A

Special: The player begins with 1 Luck.

Name	Scale	Freq	Cost	Prerequisites
Minor Advance(Physique)	Per	2	3 E	---
Add a permanent +3 bonus to your Physique score.				
Minor Advance (Intelligence)	Per	1	4 E	---
Add a permanent +3 bonus to your Intelligence score.				
Minor Advance (Empathy)	Per	2	3 E	---
Add a permanent +3 bonus to your Empathy score.				
Minor Advance (Synch Ratio)	Per	1	4 E	---
Add a permanent +3 bonus to your Synch Ratio score.				
Jaded	Eva	1	20 xp	---
Reduce Stress gained by 1(to a minimum of 1) whenever you would gain Stress.				
Group Advancement(Finesse)	Per	1	1 E	---
Gain a +5 Bonus to the Finesse Skill Group.				
Group Advancement(Trickery)	Per	1	1 E	---
Gain a +5 Bonus to the Trickery Skill Group.				
Influence (Civilians)	Per	1	3 E	---
Gain a +10 bonus to Empathy based skills against civilians.				
Weasel	Per	1	3 E	---
Defy Fate to get out of trouble or avoid getting caught costs 1 fewer Luck than normal.				

Impact Baby

These talents are by default available to members of the Impact Baby Root.

Prerequisites: Impact Baby Root   **Buy in Cost:** N/A

Special: The player begins with 1 Luck.

Name	Scale	Freq	Cost	Prerequisites
Minor Advance(Physique)	Per	1	3 E	---
Add a permanent +3 bonus to your Physique score.				
Minor Advance (Intelligence)	Per	1	3 E	---
Add a permanent +3 bonus to your Intelligence score.				
Minor Advance (Empathy)	Per	1	3 E	---
Add a permanent +3 bonus to your Empathy score.				
Advance (Synch Ratio)	Per	2	3 E	---
Add a permanent +5 bonus to your Synch Ratio score.				
Synch Jump	Eva	1	20 xp	---
Spend 2 Luck to reset your SR to a number of your choice between 30 and 110.				
Group Advancement(Any)	Per	2	2 E	---
Gain a +5 Bonus to a Skill Group of your choice.				
Strong Connection	Per	1	2 E	---
You can Defy Fate to influence your Evangelion as if it were a friendly NPC.				
Influence (Civilians)	Per	1	2 E	---
Gain a +10 bonus to Empathy based skills against civilians.				
Influence (Any)	Per	1	3 E	---
Pick a demographic of people to gain a +10 bonus to Empathy based skills against.				

Manufactured

These talents are by default available to members of the Manufactured Root.

Prerequisites: Manufactured Root   **Buy in Cost:** N/A

Special: The player begins with 1 Luck.

Name	Scale	Freq	Cost	Prerequisites
Minor Advance(Physique)	Per	2	4 E	---
Add a permanent +3 bonus to your Physique score.				
Minor Advance (Intelligence)	Per	1	3 E	---
Add a permanent +3 bonus to your Intelligence score.				
Minor Advance (Empathy)	Per	1	4 E	---
Add a permanent +3 bonus to your Empathy score.				
Minor Advance (Synch Ratio)	Per	2	3 E	---
Add a permanent +3 bonus to your Synch Ratio score.				
Forbidden Knowledge	Per	1	2 E	---
Spend Luck to 'remember' an important Nerv secret.				
Group Advancement(Any)	Per	1	2 E	---
Gain a +5 Bonus to a Skill Group of your choice.				
More than Human	Per	2	4 E	---
Advance Intelligence or Empathy by +3.				
Influence (Nerv or Scientists)	Per	1	2 E	---
Gain a +10 bonus to Empathy based skills against either Nerv staff or Scientists.				

Neo-Spartan

These talents are by default available to members of the Neo-Spartan Root.

Prerequisites: Neo-Spartan Root   **Buy in Cost:** N/A

Special: The player begins with 1 Luck.

Name	Scale	Freq	Cost	Prerequisites
Advance(Physique)	Per	1	3 E	---
Add a permanent +3 bonus to your Physique score.				
Minor Advance (Intelligence)	Per	1	3 E	---
Add a permanent +3 bonus to your Intelligence score.				
Minor Advance (Empathy)	Per	1	4 E	---
Add a permanent +3 bonus to your Empathy score.				
Minor Advance (Synch Ratio)	Per	1	3 E	---
Add a permanent +3 bonus to your Synch Ratio score.				
Jaded	Eva	1	20 xp	---
Reduce Stress gained by 1(to a minimum of 1) whenever you would gain Stress.				
Combat Advance	Eva	2	10 xp	---
Gain a +3 Bonus to either Eva Martial or Eva Firearms.				
Group Advancement(Will)	Per	1	2 E	---
Gain a +5 Bonus to the Will Skill Group.				
Group Advancement(Sports)	Per	1	2 E	---
Gain a +5 Bonus to the Sports Skill Group				
Influence (Nerv OR Section-2)	Per	1	2 E	---
Gain a +10 bonus to Empathy based skills against either Nerv Staff or members of Section-2.				
Well Trained	Eva	1	2 E	---
Defy Fate taking advantage of Nerv equipment or facilities costs 1 fewer Luck than normal.				

Nerd

These talents are by default available to members of the Nerd Root.

Prerequisites: Nerd Root   **Buy in Cost:** N/A

Special: The player begins with 1 Luck.

Name	Scale	Freq	Cost	Prerequisite
Minor Advance(Physique)	Per	1	4 E	---
Add a permanent +3 bonus to your Physique score.				
Advance (Intelligence)	Per	2	3 E	---
Add a permanent +5 bonus to your Intelligence score.				
Minor Advance (Empathy)	Per	1	4 E	---
Add a permanent +3 bonus to your Empathy score.				
Minor Advance (Synch Ratio)	Per	1	3 E	---
Add a permanent +3 bonus to your Synch Ratio score.				
Tactical Mind	Eva	1	20 xp	Skill Proficiency(Inference)
Test Inference after an attack to learn about the Defenses of the enemy.				
Group Advancement(Any)	Per	1	2 E	---
Gain a +5 Bonus to a Skill Group of your choice.				
Group Advancement(Knowledge)	Per	2	1 E	---
Gain a +5 Bonus to the Knowledge Skill Group.				
Influence (Scientists)	Per	1	2 E	---
Gain a +10 bonus to Empathy based skills against Scientists.				
Analyst	Per	1	3 E	---
Defy Fate to acquire or decipher research or data costs 1 fewer Luck than normal.				

Poster Child

These talents are by default available to members of the Poster Child Root.

Prerequisites: Poster Child Root   **Buy in Cost:** N/A

Special: The player begins with 1 Luck.

Name	Scale	Freq	Cost	Prerequisites
Minor Advance(Physique)	Per	1	3 E	---
Add a permanent +3 bonus to your Physique score.				
Minor Advance (Intelligence)	Per	1	3 E	---
Add a permanent +3 bonus to your Intelligence score.				
Advance (Empathy)	Per	2	3 E	---
Add a permanent +5 bonus to your Empathy score.				
Minor Advance (Synch Ratio)	Per	1	4 E	---
Add a permanent +3 bonus to your Synch Ratio score.				
Team Player	Eva	1	30 xp	---
Choose a way to benefit nearby allies: Enabler, Morale, Oversee				
Combat Advance	Eva	1	20 xp	---
Gain a +3 Bonus to either Eva Martial or Eva Firearms.				
Group Advancement(Speech)	Per	2	1 E	---
Gain a +5 Bonus to the Speech Skill Group.				
Influence (Any)	Per	1	2 E	---
Pick a demographic of people to gain a +10 bonus to Empathy based skills against.				
Alliance	Per	1	4 E	4 Luck
Spend 4 Luck to make a single NPC into a permanent ally.				

Visionary

These talents are by default available to members of the Visionary Root.

Prerequisites: Visionary Root   **Buy in Cost:** N/A

Special: The player begins with 1 Luck.

Name	Scale	Freq	Cost	Prerequisites
Minor Advance(Physique)	Per	1	3 E	---
Add a permanent +3 bonus to your Physique score.				
Minor Advance (Intelligence)	Per	2	3 E	---
Add a permanent +3 bonus to your Intelligence score.				
Minor Advance (Empathy)	Per	1	4 E	---
Add a permanent +3 bonus to your Empathy score.				
Minor Advance (Synch Ratio)	Per	2	3 E	---
Add a permanent +3 bonus to your Synch Ratio score.				
Basic Manipulation	Eva	1	30 xp	---
Learn an AT Power of your choice from the Basic Manipulation list.				
AT Maneuver	Eva	1	30 xp	---
Learn a useful trick of your AT Field.				
Group Advancement(Awareness)	Per	1	2 E	---
Gain a +5 Bonus to the Awareness Skill Group.				
Group Advancement(Arts)	Per	1	1 E	---
Gain a +5 Bonus to the Arts Skill Group.				
Understanding	Eva	1	3 E	---
Defy Fate to learn about or use the AT Field costs 1 fewer Luck than normal.				

Root Talents

Advance
Other

Effect: Your character has become greater than they were before in a certain range of their skillset. Whenever you gain this Talent, it will always be associated with a specific Personal Score (Physique, Intelligence, Empathy or Synch Ratio). Permanently increase the specified score by 5.

Alliance
Social

Effect: You may spend 4 Luck on Defy Fate to spend to turn an NPC into your ally for the rest of the game. You can be assured that they will not betray you and can expect them to help you in almost any circumstance, though they may still have their own agendas. The GM has the right to veto the use of this ability on specific NPCs (especially those that are already overtly hostile) though they are not obligated to explain why.

All Star
Other

Effect: The character gains a +10 bonus to all Opposed Rolls based on Physique.

Analyst
Mental

Effect: When using Defy Fate to acquire or decipher data or research materials, spend 1 less Luck than normal.

AT Maneuver
AT

Effect: Even when taking direct control via AT Powers, as long as a pilot's AT Field is spread there is a powerful force at their command, waiting to be used. Each time this Talent is taken, choose one ability from the following list. No ability may be taken multiple times.

> **Clash:** On entering an Engagement with an enemy, you may spend 1 Potential to reduce that enemies AT Potential by 1. This costs no Stamina.
>
> **Buffer:** Gain 1 less Stress every round from a Synch Ratio over 100.
>
> **Telecontrol:** The Evangelion may perform Simple Action interactions with a Range of 0 instead of Engagement.
>
> **Energy Efficient:** The pilot maximizes the energy use of their Evangelion, and gains an extra round of battery power.

Basic Manipulation
AT

Effect: Basic Manipulation contains the sort of AT Powers that might appear in even the lowest AT campaign, or otherwise represent the fundamentals of AT Field use. When this talent is taken, pick one AT Power from the list below to learn: Barrier, AT Flare, AT Ping, Fortify, Inertia

Combat Advance
Other

Effect: Your character has improved their combat skills. Whenever you gain this Talent, it will always be associated with either Eva Firearms or Eva Martial. Permanently increase the specified score by 3.

Endurance
Combat

Effect: Increase your Strain Threshold by 1.

Forbidden Knowledge
Other

Effect: You may spend Luck to remember specific information about Nerv or related programs. How much Luck (usually between 1 and 3) depends on the severity and secrecy of the information, as judged by the GM. This information is something that your character has retroactively always known, and as such takes no time or resources to seek out.

Exactly what information can and cannot be remembered with this talent is up to GM discretion and their setting, but it is the intent of this talent that the character be able to use it to know things that are normally known only to a few (at the cost of 3 Luck) owing to the unique origins and raising of the Manufactured within the labs of Nerv.

Go Long

Combat

Effect: Throw a small item, such as a knife or a clip of ammo, to land in the same Engagement as an ally. If the ally is within the same Sector, the Throw test is normal. If the Ally is in an adjacent sector the test is instead at a -20 penalty. Longer distance throws are impossible.

On a failure, the object lands in the same Sector as the ally instead of the same Engagement, or in the same sector as the throwing Eva on 4 or more Degrees of Failure.

Group Advancement

Other

Effect: Each time that the Group Advancement talent is purchased, it is associated with a specific Skill Group. Increase the value of that Skill Group by +5. This Talent may be purchased for a given skill group no more than two times, for a total bonus of +10.

Influence

Social

Effect: You have a good reputation with a certain group. You gain a +10 situation bonus to all Empathy based skills when interacting with the designated group.

Available groups that may be affected by this Talent include, but are not limited to, the following:

Pilots: The operators of the Evangelions.

Section-2: The black suited men and women that act as Nerv's security and intelligence division.

Scientists: The scientific community, be they freelance or part of Nerv's own research division.

UN: General officers and bureaucrats that operate within the United Nations government.

Nerv: General staff of Nerv that do not fall into any other categories, including the Operations Director.

Civilians: Non-military individuals not affiliated with any group or organization.

Jaded

Other

Prerequisite: None

Effect: Whenever you would gain Stress, gain 1 less to a minimum of 1. This talent does not stack with itself.

Minor Advance

Other

Effect: Your character has become greater than they were before in a certain range of their skillset. Whenever you gain this Talent, it will always be associated with a specific Personal Score (Physique, Intelligence, Empathy or Synch Ratio). Permanently increase the specified score by 3.

More than Human

Other

Effect: As a result of your unnatural origins, genetics, and upbringing you have proven to be above average in every way. When you take this Talent, you may advance either your Intelligence or Empathy by 3.

Raise the Stakes

Other

Effect: Care to raise the dramatic tension a bit? By pushing yourself past your limits, you can perform impressive, if dangerous, displays. By willingly gaining an Injury you can reroll any test you make, even if you have already spent Luck to reroll it and failed or if you have no Luck left at all.

Characters with a triggered Physical Drawback may choose to treat themselves as if the trigger condition had been met in place of gaining an Injury at the GM's approval.

Spread Expansion

AT

Effect: Pick and learn one Spread Pattern from the following list: Accelerated Territory, Bunker Field, Layered Field, Probability Field, Stealth Field.

Strong Connection

Social

Effect: You may use Defy Fate to influence your Evangelion as if it was an NPC friendly to you, even causing it to take simple actions on your behalf in some cases. The exact degree of control you have over the Eva depends on how much Luck is spent.

Strong Personality

Social

Effect: Get a +10 bonus to opposed rolls based on Intelligence or Empathy.

Synch Jump

Other

Effect: You may, when in the Evangelion, spend 2 Luck to reset your SR to a specific value of your choice between 30 and 110. This can be done at any time, even when it is not your turn.

Tactical Mind

Mental

Effect: After you make a successful attack against an enemy you may test the Inference skill. On a success, the GM is required to give you a hint about one of the defenses that was used against your attack. Often this will only be mundane things such as "The Angel has very little armor" or "The Angel used a simple Spread Pattern". In the case of more specialized defensive Traits (or Absolute Defenses) the player should expect to receive helpful hints about how those defenses work, such as "The Angel is highly resistant to Kinetic Damage" or "The Angel's AT Field has to be overwhelmed all at once".

Team Player

Social

Effect: A good leader doesn't just give commands, he makes success happen. Whenever this talent is taken, choose one option from the following list to assist allies close to you.

Team Player(Morale): If Fear or Terror would be prompted against another pilot in the same Sector as you, they may roll twice and take the better result.

Team Player(Oversee): Assistance actions grant an additional +10 bonus if they are made in the same Engagement as you.

Team Player(Enabler): You may, at any time, spend 2 Luck to give an ally in the same Engagement 1 Luck to spend as they see fit.

Understanding

AT

Effect: When using Defy Fate to learn more about the AT Field and how to use it, spend 1 less Luck than normal.

Weasel

Other

Effect: Whenever you Defy Fate to influence events to get yourself out of trouble or avoid getting caught in the first place, it costs one fewer Luck than normal to a minimum of 1 Luck.

Well Trained

Other

Effect: When using Defy Fate to take advantage of available Nerv Equipment or Facilities, spend 1 less Luck than normal. This talent does not function during Evangelion Scale combat.

Branches

Ace

An expert melee fighter with a fighting style taking full advantage of melee, so longer as there are no allies to get in the way. This pilot benefits from being the only Eva Engaged with the enemy.

Prerequisites: Eva Martial 70, Bravery 45   **Buy in Cost:** 40 xp

Special: As the 'Parting Gift' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Parting Gift – Deal Soft Damage to an enemy when you are dealt a Critical Hit in melee.

Name	Scale	Freq	Cost	Prerequisites
Boost Reflexes	Eva	1	20 xp	---
Add a +5 bonus to your Eva's Reflexes score.				
Blitz Mastery	Eva	1	30xp	---
Improve your Blitz ability when fighting alone.				
AT Power (Disrupting Strike)	Eva	1	30xp	SR 40, Emp 25
Learn the Disrupting Strike AT Power, to increase the Breach of a melee attack.				
Shieldbreaker	Eva	1	30xp	AT Power (Disrupting Strike), Eva Martial 73
Shred an Absolute Defense using a combination of skill and high Breach attacks.				
Combat Advance (Eva Martial)	E/P	1	20xp	---
Gain a +3 bonus to Eva Martial.				

Boost Reflexes

Combat

Effect: Gain a +5 Bonus to tests to Guard in your Evangelion. This talent may be taken multiple times (as your Branches allow) and stacks to a maximum bonus of +20.

Blitz Mastery

Combat (Modifies Standard Attack)

Effect: You let loose with a freedom of fury that comes from knowing that there is no one you care about close enough to get in your way. When you are the only Eva engaged with an enemy, on a successful melee Standard Attack you are counted as having 1more DoS than you actually rolled for the purposes of Blitz.

Parting Gift

Combat

Effect: Enemies that deal a Hit Effect to you take Soft Damage equal to your Strength as long as you are the only Eva engaged with them. You deal this damage even if the Hit Effect would defeat your Evangelion.

Shieldbreaker

Combat

Effect: When Engaged with an enemy using an Absolute Defense, you may attempt to use the Evangelion's weapons to break through. Test Eva Martial at a -10 penalty as a 2 Stamina action when using a weapon with the Breach quality. On a success, you reduce the Power of the Absolute Defense by an amount equal to the Breach rating of the weapon.

Ambush

The pilot learns how to take advantage of their stealth for the element of surprise and fleeting combat advantages.

Prerequisites: Hide **Buy in Cost:** 40 xp

Special: As the 'Surprise Attack' talent. In addition, the player 1 Luck and 1 Enrichment.

Surprise Attack – Get an Attack of Opportunity against an enemy that enters your Sector while you are in Cover.

Name	Scale	Freq	Cost	Prerequisites
Element of Surprise	Eva	1	20 xp	---
Targets of your Surprise Attack may gain the Surprised condition.				
Tactical Advance	Eva	1	20 xp	Improved Cover
Move without breaking Cover.				
Improved Cover	Eva	1	40 xp	Hide
Permanently upgrade 'Take Cover' to one of the following: Fast, Concealment or Dig In.				

Surprise Attack

Combat

Effect: The pilot can lay in wait for the perfect moment to strike. If an enemy enters the same Sector as you while you are benefiting from the Take Cover action, you may immediately make a Standard Attack against them as an Attack of Opportunity (forming an Engagement with the enemy immediately if needed). This attack treats the enemy as if they were Helpless. Afterwards, you are no longer treated as being in Cover.

Tactical Advance

Combat (Modifies Move)

Effect: Taking a Move action to move a single Sector no longer negates the effect of Cover, so long as the Sector that you move into does not contain an enemy and would provide the same Cover bonus as the Sector that you are leaving. Moving more than one Sector by any means, being moved 1 Sector by an effect other than the Move action, or moving from a Developed Sector to an Undeveloped Sector (or vice versa) all break cover.

Element of Surprise

Combat (Modifies Surprise Attack)

Effect: If your Surprise Attack deals a hit effect to an enemy, they must test Reflexes. On a failed test, that enemy is Surprised for 1 Interval if it was a Glancing Hit, or 2 Intervals if it was a Critical Hit.

Improved Cover

Combat (Replaces 'Take Cover')

Effect: The pilot permanently improves their ability to Take Cover in some fashion. When this talent is taken, choose one of the following options to permanently replace the Take Cover talent on your character sheet. Each option is still treated as the 'Take Cover' action for the purpose of any ability that references that talent.

> **Take Cover (Concealment):** As Take Cover, however in any turn where the pilot does not take a Movement Action, she may spend 1 Stamina to grant herself a +20 bonus to Sneak tests until the start of their next Turn.

> **Take Cover (Fast):** As Take Cover, however the Stamina cost of the Action is 1 instead of 2.

> **Take Cover (Dig In):** As Take Cover, however the Armor Bonus provided is always 1 more than the Battlefield would normally allow.

AT Adept

The pilot expands their knowledge of the AT Field enough to learn a few new useful powers, but not a major investment.

Prerequisites: None   **Buy in Cost:** 30 xp

Special: +3 SR. In addition, the player gains 1 Luck and 1 Enrichment.

Name	Scale	Freq	Cost	Prerequisites
AT Maneuver	Eva	1	20xp	Int 25
Learn a useful trick of your AT Field.				
Spread Expansion	Eva	1	20xp	---
Learn a new Spread Pattern.				
Basic Manipulation	Eva	1	20xp	---
Learn an AT Power of your choice from the Basic Manipulation list.				
Advance(Synch Ratio)	E/P	1	30xp	Basic Manipulation
Gain a permanent +5 Bonus to your Synch Ratio score.				

AT Maneuver

AT

Effect: Even when taking direct control via AT Powers, as long as a pilot's AT Field is spread there is a powerful force at their command, waiting to be used. Each time this Talent is taken, choose one ability from the following list. No ability may be taken multiple times.

> **Clash:** On entering an Engagement with an enemy, you may spend 1 Potential to reduce that enemies AT Potential by 1. This costs no Stamina.

> **Buffer:** Gain 1 less Stress every round from a Synch Ratio over 100.

> **Telecontrol:** The Evangelion may perform Simple Action interactions with a Range of 0 instead of Engagement.

> **Energy Efficient:** The pilot maximizes the energy use of their Evangelion, and gains an extra round of battery power.

Basic Manipulation

AT

Effect: Basic Manipulation contains the sort of AT Powers that might appear in even the lowest AT campaign, or otherwise represent the fundamentals of AT Field use. When this talent is taken, pick one AT Power from the list below to learn:

Barrier, AT Flare, AT Ping, Fortify, Inertia

Spread Expansion

AT

Effect: Pick and learn one Spread Pattern from the following list: Accelerated Territory, Bunker Field, Layered Field, Probability Field, Stealth Field.

AT Tactician

The pilot devotes significant time and effort into pushing the bounds of the AT Field, becoming a potent user of the AT Field.

Prerequisites: AT Maneuver, Basic Manipulation   **Buy in Cost:** 30 xp

Special: As the 'Basic Manipulation' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Basic Manipulation - Learn an AT Power of your choice from the Basic Manipulation list.

Name	Scale	Freq	Cost	Prerequisites
Spread Expansion	Eva	1	20 xp	---
Learn a new Spread Pattern.				
Intermediary Manipulation	Eva	2	20 xp	SR 50
Learn an AT Power of your choice from the Intermediary Manipulation list.				
Advanced Manipulation	Eva	1	30 xp	SR 60
Learn an AT Power of your choice from the Advanced Manipulation list.				
Redirect	Eva	1	20 xp	Int 30, SR 45
Apply a personal AT Power to a nearby ally.				
Enhance Power	Eva	1	30 xp	Int 30
Choose one AT Power you know. Your ATS is treated as 1 higher for that power.				
Advance(Synch Ratio)	E/P	2	30 xp	---
Gain a permanent +5 Bonus to your Synch Ratio score.				

Intermediary Manipulation

AT

Effect: Intermediary Manipulation contains the sort of AT Powers that would appear in an average campaign, even if they represent considerable skill to use. When this talent is taken, pick one AT Power from the list below to learn:

AT Ram, Burnout, Combustion, Disrupting Shot, Disrupting Strike, Float, Funnel, Hold, Probability Surge, Remote Manipulation, Slam

Advanced Manipulation

AT

Effect: Advanced Manipulation contains the sort of AT Powers that takes an exceptional user of the AT Field, or perhaps just a skilled user in a High AT game. When this talent is taken, pick one AT Power from the list below to learn:

AT Blast, Containment, Conversion, Electric Halo, Flicker, Invert Field, Pseudoweapon, Repulsion, Weapon Flux, Wrap Beam

Enhance Power

AT

Effect: When this talent is purchased, select a single AT Power that you know. For any effect of that power based on ATS (including Augmentation limits) you are hereafter treated as if you had 1 higher ATS than you really do. This only applies to the effects of the power, and does not interact with the Minimum ATS to use the power in any way. This talent may not stack with itself.

Redirect

AT

Effect: Through an intense concentration of effort, you can create effects normally used for your own benefit further away, though this does not help you directly. You may choose to use any AT power with a range of Personal to instead affect an ally within the same Sector. ATS Minimum, activation time, and effect are all unchanged.

AT Master

The pilot completes their training and becomes a master manipulator of the AT Field, arguably the most experienced AT Field user in the world. Enough to combat even the AT Field use of an Angel.

Prerequisites: Redirect, Advanced Manipulation   **Buy in Cost:** 30 xp

Special: As the 'Enhance Power' talent. In addition, the player gains 1 Luck and 2 Enrichment.

Enhance Power - Choose one AT Power you know. Your ATS is treated as 1 higher for that power.

Name	Scale	Freq	Cost	Prerequisites
Skill Mastery	Per	1	2 E	Proficiency, Skill 51+
Gain Mastery in a Skill, allowing you to spend 1 Luck to automatically pass a test of that Skill.				
Advanced Manipulation	Eva	1	30 xp	SR 60
Learn an AT Power of your choice from the Advanced Manipulation list.				
Destructive Interference	Eva	1	30xp	SR 50, Emp 28
Your Neutralize power is extra effective against Absolute Defenses.				
Forbidden Manipulation	Eva	1	30xp	SR 70
Learn an Angelic AT Power of your choice from the Forbidden Manipulation list.				
AT Power (Reality Reinforcement)	Eva	1	30xp	AT Power(Decohesion)
Learn the Reality Reinforcement AT Power, allowing you to negate an Angel's AT Traits.				
AT Power(Decohesion)	Eva	1	30xp	SR 60, Emp 28
Learn the Decohesion AT Power, allowing you to disrupt the biology of an Angel.				
Spread Pattern (Deflection Field)	Eva	1	20xp	SR 50
Learn the Deflection Field Spread Pattern, reducing Soft Damage taken at the cost of AT Potential.				
Advance(Synch Ratio)	E/P	2	30xp	---
Increase your Synch Ratio score by 5.				

Advanced Manipulation

AT

Effect: Advanced Manipulation contains the sort of AT Powers that takes an exceptional user of the AT Field, or perhaps just a skilled user in a High AT game. When this talent is taken, pick one AT Power from the list below to learn:

AT Blast, Containment, Conversion, Electric Halo, Flicker, Invert Field, Pseudoweapon, Repulsion, Weapon Flux, Wrap Beam

Destructive Interference

AT

Effect: When using the Neutralize AT Power to reduce the Power of an enemy Absolute Defense, test Synch Ratio. On a success, their power is reduced by an additional 1.

Enhance Power

AT

Effect: When this talent is purchased, select a single AT Power that you know. For any effect of that power based on ATS (including Augmentation limits) you are hereafter treated as if you had 1 higher ATS than you really do. This only applies to the effects of the power, and does not interact with the Minimum ATS to use the power in any way. This talent may not stack with itself.

Forbidden Manipulation

AT

Effect: Forbidden Manipulations are exceedingly rare, and represent the few points where an Evangelion can aspire to the abilities normally reserved for the Angels themselves. When this talent is taken, pick one Angelic AT Power (See the GM's guide) from the list below to learn. Angelic AT Powers are always considered to be Complex for players:

Cross Blast, Hyper Beam, Kinetic Jolt

Bulletstorm

The pilot learns to make more effective use of their automatic weapons, increasing their area, accuracy and damage.

Prerequisites: Eva Firearms 65   **Buy in Cost:** 40 xp

Special: As the 'Bombard Field' Talent. In addition, the player gains 1 Luck and 1 Enrichment.

Bombard Field - Overwhelm the AT defenses of your enemy through weight of fire.

Name	Scale	Freq	Cost	Prerequisites
Controlled Spray	Eva	1	20xp	Full Auto
Exclude a single ally from the effect of your Full Auto.				
Empty the Clip	Eva	1	20xp	---
Deal extra damage on a Burst Fire or Full Auto attack if it would leave you with 0 ammo left over.				
Hailstorm	Eva	1	10xp	----
Be treated as if you had 1 extra DoS on Burst Fire and Full Auto attacks.				
Quick Burst	Eva	1	30xp	Physique 30
Use Burst Fire as a 2 Stamina action, but at reduced efficiency				
Combat Advance (Eva Firearms)	E/P	1	20xp	---
Gain a +3 bonus to Eva Firearms.				

Bombard Field
Combat

Effect: On any Burst Fire or Full Auto attack that has one or more Degrees of Success, lower the AT Potential of effected enemies by 1 before damage is rolled. If the enemy is instead protected by an Absolute Defense, and that Absolute Defense prevents you from hitting the enemy or dealing damage to them, instead lower their Power by 1 for one round.

Controlled Spray
Combat (Modifies 'Full Auto')

Effect: It takes skill, but it is possible to avoid hitting friendly targets near the enemy, even when using a high rate of fire weapon. When using Full Auto, you may reduce your Degrees of Success by 1 in order to exclude an ally from the attack. You may sacrifice as many Degrees of Success as you wish in this manner to exclude additional allies.

Empty the Clip
Combat (Modifies 'Burst Fire', 'Full Auto')

Effect: When a Burst Fire or Full Auto action would leave your weapon with zero ammunition at the end of the action, deal an additional 1d6 damage with your Secondary attack.

Hailstorm
Combat (Modifies 'Burst Fire', 'Full Auto', 'Suppressing Fire')

Effect: There is no such thing as too much firepower. When using Full Auto, on a successful Eva Firearms test to hit you always act as if you had succeeded by one Degree of Success more than you actually did. This does not actually lower the value of your roll for the purpose of any other ability. This talent may be taken multiple times, and stacks with itself.

Quick Burst
Combat (Modifies 'Burst Fire', 'Full Auto')

Effect: You may choose to use the Burst Fire or Full Auto actions as 2 Stamina Actions instead of 3 Stamina Actions with Pistols and Basic Weapons, but you only add half your Degrees of Success to the Burst Damage.

Butcher

The pilot focuses on an especially brutal style of combat meant to peel away the defenses of their enemy in a literal sense.

Prerequisites: Eva Martial 70 | **Buy in Cost:** 40 xp

Special: As the 'Pulverize' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Pulverize – Make a special attack designed to reduce the Toughness of your enemy.

Name	Scale	Freq	Cost	Prerequisites
Bloodthirsty	Eva	1	30xp	Split Open
Enhance your Blitz ability after landing a Critical Hit.				
Skill Mastery	Per	1	2 E	Proficiency, Skill 51+
Gain Mastery in a Skill, allowing you to spend 1 Luck to automatically pass a test of that Skill.				
Split Open	Eva	1	30 xp	---
Make a special attack designed to reduce the Armor of your enemy.				
Combat Advance (Eva Martial)	E/P	1	20 xp	---
Gain a +3 bonus to Eva Martial.				

Bloodthirsty

Combat

Effect: If you score a Critical Hit with a melee attack, you are treated as having 1 more DoS than you actually rolled for the purposes of Blitz on any successful melee Standard Attack until the end of your next turn.

Pulverize

Combat Action (2 Stamina)

Effect: The player may use the Pulverize melee attack action for 2 Stamina with the goal of rendering the Angel more vulnerable to harm. Make a melee Basic Attack, but if a Hit Effect results the Toughness of the enemy is reduced by 3 (to a minimum of 1) in place of the normal Hit Effect. This penalty to Toughness lasts for the remainder of the battle, and does not stack with further uses of Pulverize (either by yourself or by an ally).

Split Open

Combat Action (3 Stamina)

Effect: The player may use the Split Open melee attack action for 3 Stamina with the goal of stripping away the Armor of the Angel. Make a melee Basic Attack, but if a Critical Hit results the Armor of the enemy is reduced by an amount equal to their Critical Momentum in place of the normal Hit Effect. On a Glancing Hit the attack resolves normally. This penalty to Armor lasts for the remainder of the battle, and does not stack with further uses of Split Open (either by yourself or by an ally).

Cover

The pilot learns how to effectively take cover from enemies on the battlefield, avoiding enemy fire and attention.

Prerequisites: Skill Proficiency(Sneak)   **Buy in Cost:** 30 xp

Special: As the 'Take Cover' talent. In addition, the player 1 Luck and 1 Enrichment.

Take Cover – Improve your Armor against a distant enemy.

Name	Scale	Freq	Cost	Prerequisites
Skill Mastery (Sneak)	Per	1	2 E	Sneak 51+
Gain Mastery in the Sneak Skill, allowing you to spend 1 Luck to automatically pass a Sneak test.				
Spread Expansion (Stealth Field)	Eva	1	10 xp	SR 50
Gain the 'Stealth Field' Spread Pattern, spending Potential to better Sneak.				
Hide	Eva	1	20 xp	---
Sneak while in Cover to avoid enemy attention and attacks.				
Improved Cover	Eva	1	30 xp	Hide
Permanently upgrade 'Take Cover' to one of the following: Fast, Concealment or Dig In.				

Hide

Combat (Modifies 'Take Cover')

Effect: While benefiting from Take Cover, the pilot may test their Sneak skill in place of their Eva's Reflexes score for the purposes of Guard. This benefit cannot be used if the Eva is within the Angelic Senses range of the enemy, or if the Eva attacked on their last turn.

Improved Cover

Combat (Replaces 'Take Cover')

Effect: The pilot permanently improves their ability to Take Cover in some fashion. When this talent is taken, choose one of the following options to permanently replace the Take Cover talent on your character sheet. Each option is still treated as the 'Take Cover' action for the purpose of any ability that references that talent.

> **Take Cover (Concealment):** As Take Cover, however in any turn where the pilot does not take a Movement Action, she may spend 1 Stamina to grant herself a +20 bonus to Sneak tests until the start of their next Turn.

> **Take Cover (Fast):** As Take Cover, however the Stamina cost of the Action is 1 instead of 2.

> **Take Cover (Dig In):** As Take Cover, however the Armor Bonus provided is always 1 more than the Battlefield would normally allow.

Take Cover

Combat Action (2 Stamina)

Effect: The Evangelion makes use of the cover provided by the surrounding environment to put one more, albeit flimsy, defense in between them and the enemy. The Evangelion must designate a specific enemy that they are taking cover from, and may not be within the same Sector as that enemy.

If the Eva is attacked by the designated enemy while in Cover, they benefit from a bonus to their Armor depending on the battlefield. In an undeveloped area (such as the woods or a desert) their Armor is increased by 1. In a developed area (such as a city or the Base of Operations) their Armor is increased by 3.

If the Evangelion moves out of that Sector, or becomes Engaged with an enemy, they immediately lose the benefits of Cover and can only regain it by using the Take Cover action again.

Demolitionist

The pilot specializes in things that make loud noises and large craters.

Prerequisites: Eva Firearms 65   **Buy in Cost:** 20 xp

Special: As the Collateral King talent. In addition, the player gains 1 Luck and 1 Enrichment.

Collateral King– The pilot gains extra damage on Area and Line attacks based on current Collateral.

Name	Scale	Freq	Cost	Prerequisites
Safety Measure	Eva	2	20xp	---
Reduce dangers of using Area weapons, chosen from Aim Away, Shape Charge and Head Down				
Epicenter	Eva	1	20xp	---
Gain an extra effect against a single target caught inside your Area attacks.				
Spread Pattern(Bunker Field)	Eva	1	20xp	
Learn the Bunker Field Spread Pattern, reducing Hit Effects taken from Area attacks at the cost of AT Potential.				
Combat Advance(Eva Firearms)	E/P	1	20xp	---
Add a permanent +3 bonus to your Eva Firearms score.				

Collateral King

Combat

Effect: When the city is already in ruins, who is going to benefit from you holding back? You deal increased damage with your Area, Line, Implosion, or Repulsion attacks according to the current level of Collateral: +1 damage for Moderate, +2 Damage for Heavy, and +3 damage for Devastating.

Safety Measure

Combat

Effect: When it comes to Nerv issue weapons, the only explosives are high explosives. Treat them with care. When you purchase this talent, choose one option from the following list.

Aim Away: You never take damage from your own Area or Line attacks.

Shape Charge: Allies caught in your Area or Line attacks may use the Guard reaction against your attack for 0 Stamina, presuming they are not Stunned or otherwise unable to Guard.

Head Down: On a successful Guard against an Area or Line attack, you take no Damage instead of taking half as you would normally.

Epicenter

Combat

Effect: Every Area attack has a center, and you have learned to place that for maximum harm. When you purchase this talent, choose one effect from the following list. You may apply this effect to a single enemy caught within your Area, Line, Implosion or Repulsion attacks, hereafter referred to as the Primary Target.

Direct Hit: Deal Soft Damage based on the size of the explosion (2 for Engagement, 4 for Sector) to the Primary Target. This does not apply to other enemies caught in the attack.

Hard to Miss: Get a +20 to Eva Firearms tests to hit the Primary Target. This does not apply to other enemies caught in the attack.

Dual Wielder

The pilot learns to fight effectively with a weapon in each hand.

Prerequisites: Physique 30   **Buy in Cost:** 40 xp

Special: As the "Offhand Attack" talent. In addition, the player gains 1 Luck and 1 Enrichment.

Offhand Attack – When holding two weapons, make an attack with each.

Name	Scale	Freq	Cost	Prerequisites
Twice the Fun	Eva	1	30 xp	Dervish
Choose a new way to use two weapons at the same time: Cross Slash or Akimbo Auto				
Dervish	Eva	1	30 xp	---
Modify your ability to Offhand Attack with either: Main-Gauche, Snap Shot, Seize Opportunity				
Combat Advance	Eva	1	20 xp	---
Add a permanent +3 bonus to either Eva Martial or Eva Firearms.				

Dervish

Combat (Modifies 'Offhand')

Effect: The pilot learns to adapt their fighting style around their two-weapon nature. When this Talent is taken, choose one option from the following list.

Dervish(Main-Gauche): If you use a Small Melee Weapon to perform an Offhand Attack, the Offhand Attack is at no penalty. In addition, this player may treat all Small Melee Weapons as having the Defensive(5) quality. If the weapon was Defensive(5) already, it improves to Defensive(10).

Dervish(Snap Shot): If you use a Pistol to perform an Offhand Attack, the Offhand Attack is at no penalty and you may Focus as if it were a Standard Attack.

Dervish(Seize Opportunity): When an enemy in range suffers a Hit Effect, you may use your Offhand Attack against them as an Attack of Opportunity.

Offhand Attack

Combat Action (1 Stamina)

Effect: When equipped with one weapon in each hand, the player may spend 1 Stamina to make an additional attack known as an Offhand Attack following another Attack.

After making an Attack Action with a weapon held in one hand (Unarmed and Natural Weapons do not count for this purpose), the player spends 1 Stamina to make the Offhand Attack with a different weapon held in their other hand against any valid target in range.

The Offhand Attack is a Basic Attack with a Melee or Ranged Weapon and is made at a -20 penalty.

Twice the Fun

Combat Action (3 Stamina)

Effect: The pilot learns to use two weapons at once for a greater effect than either could accomplish alone. When this talent is taken, choose one below to learn.

Twice the Fun(Cross Slash): You may pull off a flashy but brutal finishing move designed to cut the enemy to the bone. You must be wielding two instances of the same melee weapon (one in each hand) to use this action. Test Eva Martial twice; each attack must be Guarded against separately. If one attack hits, resolve the attack as normal. If both attacks hit, roll damage for each weapon and add them together before comparing the results to Absolute Defenses, Spread Patterns, and Armor. Use the result of the first attack in order to determine Hit Location.

Twice the Fun(Akimbo Auto): You must be wielding two instances of the same ranged weapon (one in each hand) to use this action. If your weapons do not have a Burst Fire mode, they are treated as having Burst Fire (2/4) for this attack. Test Eva Firearms twice; each attack must be Guarded against separately. If one attack hits, resolve the attack as normal. If both attacks hit, roll damage for your primary attack twice and take the better result. Add up the DoS from both attacks before calculating your secondary attack. Use the result of the first attack in order to determine Hit Location. Both weapons are counted as having fired and use up ammunition accordingly.

Duelist

Fighting with finesse, the pilot uses flash and misdirection to create openings in the defense of the enemy.

Prerequisites: Eva Martial 65   **Buy in Cost:** 40 xp

Special: As the 'Flourish' Talent. In addition, the player gains 1 Luck and 1 Enrichment.

Flourish – Make a melee attack which ignores Guard and improves your Reflexes.

Name	Scale	Freq	Cost	Prerequisites
Feint	Eva	1	20xp	---
You may turn a missed melee attack into a Feint instead, freeing up stamina for other actions.				
AT Power (Disrupting Strike)	Eva	1	20xp	SR 40, Emp 25
Learn the Disrupting Strike AT Power, to increase the Breach of a melee attack.				
Improved Flourish	Eva	1	30xp	Feint
Permanently upgrade 'Flourish' with one of the following: Slash, Precise or Thrust				
Style and Grace	Eva	1	20xp	Feint
Gain different effects with 'Flourish' depending on the weapon used.				
Combat Advance (Eva Martial)	E/P	1	20xp	---
Gain a +3 bonus to Eva Martial.				

Flourish

Combat Action (2 Stamina)

Effect: As long as you are carrying only a single melee weapon, including Shields, you can use the Flourish Action to make a melee Basic Attack. The Guard reaction cannot be used against this attack and you gain a +5 bonus to your Reflexes until the start of your next turn.

Feint

Combat (Modifies 'Flourish')

Effect: If a Melee Standard attack or a Flourish attack of yours against an enemy misses due to a failed Eva Martial test or the Guard action, you may retroactively declare the attack to have been a 1 stamina Feint. This negates any and all effects of the attack (such as special abilities or effects) but any resources spent or actions taken by the enemy in response remain.

Improved Flourish

Combat (Replaces 'Flourish')

Effect: The pilot permanently improves their ability to use finesse to their advantage in melee.

When this talent is taken, choose one of the following options to permanently replace the Flourish talent on your character sheet. Each option is still treated as the 'Flourish' action for the purpose of any ability that references that talent.

> **Flourish(Slash):** On a successful Flourish, deal additional Soft Damage equal to 2 * (the Degrees of Success on the attack roll).

> **Flourish(Precise):** Roll all damage for Flourish twice and take the better result.

> **Flourish(Thrust):** As the Anti-Armor weapon trait. If the weapon already has Anti-Armor, it instead becomes Armor Piercing.

Style and Grace

Combat (Modifies 'Flourish')

Effect: The pilot learns to adapt their fighting style to a particular kind of weapon. This Talent has different effects depending on if the pilot is using a one-handed or two-handed weapon, as defined by the Hands column on the weapons profile.

> **Style:** When using Flourish with a two-handed weapon, the weapon gains the Precise property and the pilot can Focus as if they were using a Standard Attack.

> **Grace:** When using Flourish with a one-handed weapon, the bonus to Reflexes increases to +10.

Egoist

The pilot expands their knowledge of the AT field, delving into dangerous feedback techniques that link the health of their mind and the functions of their field.

Prerequisites: Basic Manipulation, SR 45 **Buy in Cost:** 40 xp

Special: As the 'Egoburner' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Egoburner – Willingly gain Stress in order to boost your AT Potential or ATS.

Name	Scale	Freq	Cost	Prerequisites
Intermediary Manipulation	Eva	1	20xp	SR 50
Learn an AT Power of your choice from the Intermediary Manipulation list.				
Spread Expansion	Eva	1	20xp	---
Learn a new Spread Pattern.				
Advanced Manipulation	Eva	1	30xp	SR 60
Learn an AT Power of your choice from the Advanced Manipulation list.				
Forbidden Manipulation	Eva	1	30xp	Must have reached ATS 4 at least once
Learn an Angelic AT Power of your choice from the Forbidden Manipulation list.				
AT Power (Mind Shield)	Eva	1	30xp	SR 50
Learn the Mind Shield AT Power, allowing you to defend against attacks to your psyche and soul.				

Advanced Manipulation

AT

Effect: Advanced Manipulation contains the sort of AT Powers that takes an exceptional user of the AT Field, or perhaps just a skilled user in a High AT game. When this talent is taken, pick one AT Power from the list below to learn:

AT Blast, Containment, Conversion, Electric Halo, Flicker, Invert Field, Pseudoweapon, Repulsion, Weapon Flux, Wrap Beam

Intermediary Manipulation

AT

Effect: Intermediary Manipulation contains the sort of AT Powers that would appear in an average campaign, even if they represent considerable skill to use. When this talent is taken, pick one AT Power from the list below to learn:

AT Ram, Burnout, Combustion, Disrupting Shot, Disrupting Strike, Float, Funnel, Hold, Probability Surge, Remote Manipulation, Slam

Egoburner

AT

Effect: You have the force of will required to extend your AT Field beyond it's normal means, but not without cost. On your turn, you may choose to willingly gain Stress. For every 2 Stress you gain, you gain +1 AT Potential (unless this would put you over your limit). Similarly, you may choose to gain 8 Stress to raise your ATS by 1 until the end of the Round. If your Stress gain is reduced or negated for any reason, then the effect of this talent is likewise reduced or negated.

Spread Expansion

AT

Effect: Pick and learn one Spread Pattern from the following list: Accelerated Territory, Bunker Field, Layered Field, Probability Field, Stealth Field.

Executor

The pilot learns to swiftly dispatch a penalized foe, dealing extra damage against those at their mercy.

Prerequisites: None   **Buy in Cost:** 40 xp

Special: As the 'Execution' talent. In addition, the player 1 Luck and 1 Enrichment.

Execution - Deal an extra 1d6 damage against a Helpless Foe.

Name	Scale	Freq	Cost	Prerequisites
Boost Reflexes	Eva	1	20 xp	---
Add a +5 bonus to your Eva's Reflexes score.				
Press Advantage	Eva	1	20 xp	---
Choose an additional Condition during which you may use Execution on an opponent.				
Press Advantage	Eva	1	20 xp	Eva Martial or Firearms 65
Choose an additional Condition during which you may use Execution on an opponent.				
Improved Execution	Eva	1	30 xp	Press Advantage
Permanently upgrade 'Execution' to one of the following: Maximized or Brutal.				

Execution

Combat Action (3 Stamina)

Effect: When in the same Engagement as a Helpless enemy, you may use the Execution action to perform a Standard Attack against that enemy which deals an extra 1d6 damage.

An Execution still benefits from the normal advantages of using a Standard Attack against a Helpless foe.

Improved Execution

Combat (Replaces 'Execution')

Effect: The pilot permanently improves their ability to Execute their enemies in some fashion. When this talent is taken, choose one of the following options to permanently replace the Execution talent on your character sheet. Each option is still treated as the 'Execution' action for the purpose of any ability that references that talent.

Execution(Maximized): On an Execution, you may spend 1 Luck after damage has been Rolled to rest your damage to if you had rolled max damage (including the +1d6).

Execution(Brutal): On an Execution, sacrifice the +1d6 damage before damage is rolled to instead get +1 to Hit Effect roll.

Press Advantage

Combat (Modifies 'Execution')

Effect: Choose one condition from the following list: Prone, On Fire, Immobilized, Winded. If the enemy is suffering from that Condition, you may use the Execution action against them.

An enemy subject to Execution through this talent is not otherwise treated as Helpless for the purpose of the Execution action.

Frontliner

Not one to run from a fight, the pilot learns to balance their ranged combat with getting in the face of the enemy.

Prerequisites: Eva Firearms 65 **Buy in Cost:** 40 xp

Special: As the Bold Gunman talent. In addition, the player gains 1 Luck and 1 Enrichment.

Bold Gunman– The pilot gains extra damage for using a ranged weapon at closer distances than necessary.

Name	Scale	Freq	Cost	Prerequisites
Busy Hands	Eva	1	20xp	---
Reduce the cost of reloading a weapon during turns in which you move.				
Point Blank	Eva	2	20xp	---
Gain a bonus on ranged attacks made from Range 0: Can't Miss, Cripple, Back Away, Clear a Path				
Combat Advance(Eva Firearms)	E/P	1	20xp	---
Add a permanent +3 bonus to your Eva Firearms score.				

Bold Gunman

Combat

Effect: The pilot is willing to get close, even with ranged firepower, to pack that extra punch. When firing at an enemy with a Ranged Weapon, you deal extra damage equal to (your weapon's Range – the target's current distance).

For example, a Range 1 weapon deals +1 damage when fired at an enemy in the same Sector (1 – 0 = 1) while a Range 3 weapon fired at an enemy 1 Sector away deals +2 damage (3 – 1 = 2).

Busy Hands

Combat

Effect: In any turn where you use the Engage, Move, or Run actions, the cost to reload a held weapon is 1 Stamina less than normal (to a minimum of 0).

Point Blank

Combat

Effect: The pilot is willing to sacrifice the protection of distance for the brutality of close quarters battle. Each time this talent is taken, choose and learn an option from the following list. When using a Ranged weapon against an enemy in the same sector as you, you may apply one Point Blank option you know.

Can't Miss: Gain a +20 bonus to Eva Firearms against enemies in the same Sector as you.

Back Away: After the attack resolves, immediately leave any Engagement you are in as if you had used the Engage action.

Cripple: This attack gains the Cutter(1) property.

Clear a Path: Until the end of the current Round, the Angel cannot use attacks of opportunity against anyone except you.

Genius

The pilot has exceptional focus and knowledge, excelling in anything based on Intelligence.

Prerequisites: Minor Advance(Intelligence) **or**   **Buy in Cost:** 20 xp

Advance(Intelligence)

Special: As the Minor Advance(Intelligence) talent.. In addition, the player gains 1 Luck and 2 Enrichment.

Minor Advance(Intelligence) - Add a permanent +3 bonus to your Intelligence score.

Name	Scale	Freq	Cost	Prerequisites
Skill Mastery	Per	1	2 E	Proficiency, Skill 51+
Gain Mastery in a Skill, allowing you to spend 1 Luck to automatically pass a test of that Skill.				
Group Advancement(Knowledge)	Per	1	2 E	---
Gain a +5 Bonus to the Knowledge Skill Group.				
Group Advancement(Logic)	Per	1	2 E	---
Gain a +5 Bonus to the Logic Skill Group.				
Well Read	Per	1	2 E	Skill Proficiency(Common Knowledge)
Always test Common Knowledge and Topics as Prepared Skill Tests.				
Paragon(Intelligence)	E/P	1	3 E	2 Intelligence Skill Masteries
Become Proficient in a single Intelligence-based Restricted Skill.				
Minor Advance(Intelligence)	E/P	1	3 E	Any Intelligence Skill Mastery
Add a permanent +3 bonus to your Intelligence score.				

Well Read

Other

Effect: You always test Common Knowledge and Topics as Prepared Skill Tests.

Group Advancement

Other

Effect: Each time that the Group Advancement talent is purchased, it is associated with a specific Skill Group. Increase the value of that Skill Group by +5. This Talent may be purchased for a given skill group no more than two times, for a total bonus of +10.

Minor Advance

Other

Effect: Your character has become greater than they were before in a certain range of their skillset. Whenever you gain this Talent, it will always be associated with a specific Personal Score (Physique, Intelligence, Empathy or Synch Ratio). Permanently increase the specified score by 3

Paragon

Other

Effect: Your exceptional natural talent has allowed you to easily pick up a skill that normally comes only with extensive training. This Talent will always be paired with a specified Personal Score. Gain proficiency in a single Restricted Skill based on the relevant Personal Score.

Herald

The pilot unlocks the AT Field as an offensive weapon, tailored to their own nature.

Prerequisites: SR 50   **Buy in Cost:** 30 xp

Special: As the Wrath talent. In addition, the player gains 1 Luck and 1 Enrichment.

Wrath – The player gains a unique AT-fueled ranged attack.

Name	Scale	Freq	Cost	Prerequisites
Improved Wrath	Eva	1	20 xp	---
Transform your Wrath into a more powerful attack, such as Electric, Barrage, Bolt, Wave or Saber				
Personalized Wrath	Eva	2	20 xp	---
Modify your Wrath with one of the following: Range, Thunder, Desperate, Breach, Tracking, or Lucky				
Minor Advance(Synch Ratio)	E/P	1	20 xp	---
Add a permanent +3 bonus to your Synch Ratio score.				

Wrath

AT/Combat Action (2 Stamina)

Effect: The pilot learns to utilize the AT Field of their Eva as an offensive weapon at the expense of their safety. As a 2 Stamina action, the pilot may test Eva Firearms to make a ranged Basic Attack using their AT Field. This attack has a Range of 1, deals 1d10+ATS KN or EN damage (chosen at the time of the attack), and has the Breach(1) property.

Special: This action counts as an AT Power whenever it would benefit the pilot. Every time this attack is used, the pilot reduces the maximum size of their AT Potential pool by 1, similar to as if they had used a Complex AT Power.

Personalized Wrath

AT/Combat (Modifies 'Wrath')

Effect: Further evolve your Wrath to empower or customize your unique AT Attack. When this talent is purchased, pick one option from the following to permanently modify your Wrath attack. The same option may not be chosen multiple times.

Range: Increase the Range of your Wrath by 1.

Thunder: Your Wrath gains the Sonic quality.

Desperate: Your Wrath gains a +20 to hit if used against an enemy in the same Engagement as you.

Breach: Your Wrath has Breach(3) instead of Breach(1).

Tracking: You may spend 1 AT Potential to reroll tests to hit with your Wrath.

Lucky: You may spend 1 AT Potential to reroll the damage of your Wrath.

Improved Wrath

AT/Combat (Modifies 'Wrath')

Effect: Fundamentally change the nature of your Wrath, shaping it into an advanced form of attack. Any existing purchases of Personalized Wrath will apply equally to the new form of Wrath that you select below, but whatever Improved Wrath you choose replaces your ability to perform the traditional Wrath attack. If you have Expert Focus and choose this Talent, you may switch between your chosen Wraths any time you use the action.

Electric: Your Wrath gains the Superconductive quality and deals 2d6+ATS damage, but can only deal EN damage.

Barrage: Your Wrath becomes a Burst Fire weapon, with Burst Damage equal to your ATS+3. In addition to the normal costs of using Wrath, this drains any unspent ATP after the attack resolves.

Bolt: The profile of your Wrath remains unchanged, but it no longer reduces ATP Pool size with each use.

Wave: Your Wrath gains the Line quality, +1 Range and deals 2d10+ATS damage. Every time this attack is used, the pilot reduces the maximum size of their AT Potential pool by 2 (instead of 1) similar to as if they had used a Complex AT Power.

Saber: Your Wrath is channeled to act as a close range weapon instead of a ranged attack. Your Wrath attack may only be used against enemies in the same Engagement as you (any increases to Range are ignored) and now tests Eva Martial instead of Eva Firearms to hit. In addition, the damage profile is now 1d10+ATS+Str, chosen between KN or EN at the time of attack.

Icon

The pilot has exceptional charisma and cunning, excelling in anything based on Empathy.

Prerequisites: Minor Advance(Empathy) **or**   **Buy in Cost:** 20 xp

        Advance(Empathy)

Special: As the Minor Advance(Empathy) talent. In addition, the player gains 1 Luck and 1 Enrichment.

Minor Advance(Empathy) - Add a permanent +3 bonus to your Empathy score.

Name	Scale	Freq	Cost	Prerequisites
Skill Mastery	Per	1	2 E	Proficiency, Skill 51+
Gain Mastery in a Skill, allowing you to spend 1 Luck to automatically pass a test of that Skill.				
Group Advancement(Arts)	Per	1	2 E	---
Gain a +5 Bonus to the Speech Skill Group.				
Group Advancement(Speech)	Per	1	2 E	---
Gain a +5 Bonus to the Speech Skill Group.				
Between the Lines	Per	1	1 E	Skill Mastery (Read Person)
Greatly increase the information you receive from a successful Read Person test.				
Paragon(Empathy)	Per	1	3 E	2 Empathy Skill Masteries
Become Proficient in a single Empathy-based Restricted Skill.				
Minor Advance(Empathy)	Per	1	3 E	Any Empathy Skill Mastery
Add a permanent +3 bonus to your Empathy score.				

Between the Lines

Social

Effect: You are a natural at reading people. On a successful Read Person test, you gain additional information about the subject's emotional state, and have a preternatural ability to know when someone is trying to cheat you, though the details remain a mystery.

Group Advancement

Other

Effect: Each time that the Group Advancement talent is purchased, it is associated with a specific Skill Group. Increase the value of that Skill Group by +5. This Talent may be purchased for a given skill group no more than two times, for a total bonus of +10.

Minor Advance

Other

Effect: Your character has become greater than they were before in a certain range of their skillset. Whenever you gain this Talent, it will always be associated with a specific Personal Score (Physique, Intelligence, Empathy or Synch Ratio). Permanently increase the specified score by 3

Paragon

Other

Effect: Your exceptional natural talent has allowed you to easily pick up a skill that normally comes only with extensive training. This Talent will always be paired with a specified Personal Score. Gain proficiency in a single Restricted Skill based on the relevant Personal Score.

Impaler

The pilot goes for a very up close and personal form of attack, hoping to debilitate the Angel with pain.

Prerequisites: None **Buy in Cost:** 40 xp

Special: As the Skewer talent. In addition, the player 1 Luck and 1 Enrichment.

Skewer – Impale an enemy with a melee weapon to render them vulnerable to certain effects.

Name	Scale	Freq	Cost	Prerequisites
Twist the Knife	Eva	1	20 xp	---
Deal damage to an Impaled enemy without first having to hit.				
Exit Wound	Eva	1	20 xp	---
Deal soft damage to an Impaled enemy when you reclaim your weapon.				
Drive Deep	Eva	1	20 xp	---
Bury your weapon deep into an Impaled enemy and leave it there, causing them to fail a future roll.				
Pain Leash	Eva	1	20xp	---
Drag an Impaled enemy by the weapon stuck into them.				
Combat Advance (Eva Martial)	E/P	1	20xp	---
Gain a +3 bonus to Eva Martial.				

Skewer

Combat

Effect: On a Critical Hit with a one-handed melee weapon, you may choose to forgo applying critical Momentum to the Hit Effect roll to instead render the enemy Impaled, a unique condition. Impaled enemies have a -20 penalty to Reflexes and Attacks of Opportunity, and are vulnerable to specific actions based on the presence of that Condition. The enemy remains Impaled for as long as you remain Engaged with them and you do not use that weapon for any other attacks.

Twist the Knife

Combat Action(2 Stamina)

Effect: Against an Impaled enemy, you may spend 2 Stamina to automatically deal damage to the enemy without needing to test Eva Martial. This damage is the same as that of the weapon used to Impale the enemy, and is dealt to the same Body Location as that original attack. Use of this action to deal damage does not end the Impaled condition. This does not count as a Standard Attack, but does still count as an Attack Action for any ability that might be relevant.

Exit Wound

Combat

Effect: When the enemy loses the Impaled condition, either due to the Engagement being broken or because you used the weapon for another attack, that enemy takes 1d10 Soft Damage.

Pain Leash

Combat

Effect: When you use the Move or Disengage action while in the same Engagement as an enemy that you have rendered Impaled, that enemy moves with you and ends the movement still Engaged with you. Then, you must test Eva Martial or the Impaled condition is removed.

Drive Deep

Combat Action(2 Stamina)

Effect: You force your weapon as far into the enemy as you can manage and abandon it there, leaving it as a painful encumbrance. As a 2 Stamina action, deal an amount of damage to the enemy equal to twice the Strength of your Eva. Afterwards, while the enemy is at a -10 penalty to Reflexes and Attacks of Opportunity for the rest of the battle, that enemy is no longer Impaled. In the process of this attack, you lose the weapon you used to Impale the enemy, and it may not be reclaimed until the Angel is defeated.

Between now and the end of the fight, you may declare that any 1d100 test rolled by the Angel is a failure as a result of the weapon painfully lodged inside of them. This can be declared after the result of that test is already known. Once this ability has been used, the Angel no longer suffers any penalty as a result of this talent.

Interceptor

The pilot trains in a close-quarters combat style that does little damage, but greatly hinders the enemy for the benefit of the team.

Prerequisites: Intelligence 28   **Buy in Cost:** 30 xp

Special: As the Maneuver(Pin) talent. In addition, the player gains 1 Luck and 1 Enrichment.

Maneuver(Pin) – Instead of dealing damage, hit enemy cannot leave the Engagement.

Name	Scale	Freq	Cost	Prerequisites
Maneuver (Distract)	Eva	1	20xp	---
Instead of dealing damage, hit enemy takes a penalty to Eva Martial, Eva Firearms and Notice.				
Maneuver (Feint)	Eva	1	20xp	---
Instead of dealing damage, hit enemy cannot Guard for one round.				
Maneuver (Lead)	Eva	1	20xp	---
Instead of dealing damage, you and the hit enemy move 1 Sector in a direction of your choice.				
Maneuver Mastery	Eva	1	30xp	3 Maneuvers, Intelligence 30
Apply two Maneuvers at once.				

Maneuver

Combat Action (2 Stamina)

Effect: Through careful and precise techniques, you can aim your attacks not to deal damage, but to corner your enemy and leave them unable to take certain actions without leaving themselves open.

Each time you take this talent, it will be associated with a specific option below. When you alone are Engaged with the enemy you may test Eva Martial against the enemy and, on a success, impose the chosen effect in place of dealing damage. Weapon qualities of the weapon do not affect or apply to this attack. No Maneuver stacks with itself, even if triggered by separate sources. Maneuvers may not be used with any form of multiple attack.

The Available options for Maneuver are:

Distract: You occupy the enemy's attention, leaving them less able to handle their surroundings. On their next Interval, this enemy suffers a -20 penalty to Eva Martial, Eva Firearms, and Notice.

Feint: You fool the enemy with a false attack, creating an opening in their defense. This enemy may not Guard for a number of Intervals equal to your Intelligence Bonus + 1.

Lead: You telegraph your attacks so much that the enemy easily avoids your assault, by moving in the direction of your choice. You and the enemy both are both moved 1 Sector in a direction of your choice. You and the enemy remain Engaged with each other, but otherwise leave behind whatever else you were engaged with.

Pin: You leave the enemy little choice but to move cautiously. For a number of Intervals equal to your Intelligence Bonus + 2, this enemy may not leave the Engagement.

Maneuver Mastery

Combat (Modifies Maneuver)

Effect: When using a Maneuver on the enemy as an attack, you may choose to apply the effect of 2 Maneuvers you know at the same time, as opposed to only one.

Ironhand

The pilot learns how to fight in their Eva without using a weapon, taking advantage of the benefits of the more powerful Evangelion body.

Prerequisites: Skill Proficiency(Brawl)　　　　　　　　**Buy in Cost:** 20 xp

Special: As the 'Fists of Steel' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Fists of Steel – Increase the Soft Damage of your Unarmed attacks to 1d6+S

Name	Scale	Freq	Cost	Prerequisites
Group Advancement(Might)	Per	1	2 E	---
Gain a +5 Bonus to the Might Skill Group.				
Improved Fists of Steel	Eva	2	30xp	---
Improve or modify your Unarmed attacks in one of a number of ways.				
One-Two Punch	Eva	1	20xp	---
Increase your Blitz ability with your Unarmed attacks.				
Rend Field	Eva	1	30xp	Weaponless, Brawl 50
Shred an Absolute Defense with your Eva's bare hands.				
Skill Mastery(Brawl)	Per	1	2 E	Brawl 51+
Gain Mastery in the Brawl Skill, allowing you to spend 1 Luck to automatically pass a Brawl test.				

Fists of Steel

Combat

Effect: Your Unarmed attacks now deal 1d6+S Soft Damage instead of the default Unarmed statline. In addition, your Unarmed Attacks and Natural Weapons can be used with any Talent that normally requires a melee weapon wielded in either or both hands, even if they normally couldn't. However, they may not be used with Talents that require Two-Handed weapons.

One-Two Punch

Combat

Effect: On a successful attack with your Unarmed attack or your Natural Weapons, you are counted as having 1 more DoS than you actually rolled for the purposes of Blitz.

Rend Field

Combat Action (2 Stamina)

Effect: If you are Engaged with an Angel using an Absolute Defense, and with at least one hand empty, you may spend 2 Stamina to attempt to tear their AT Field apart with both hands. Reduce the Power of the Absolute Defense by 1, then test Brawl. On a success, reduce the Power of the Absolute Defense by an additional amount equal to the Degrees of Success of the Brawl test (to a maximum amount equal to the Strength of the Eva). If you dedicate two empty hands to the task instead of one, you gain a +10 bonus to the Might test.

Improved Fists of Steel

Combat

Effect: You have an uncanny ability to inflict harm without the aid of any other weapon than the ones nature gave you. Each time you take this talent, choose 1 effect from the following list. That effect is applied to all Natural Weapons and Unarmed Attacks you make from here on. These bonuses do not affect any other form of weapon or attack.

Haymaker: On a maximum damage roll for an Unarmed or Natural Attack, the target loses one unspent Stamina or AT Potential (their choice) that they have, if able.

Reliable: Gain Proven(3) and +1 Damage

Concussive: When your Unarmed Attacks are used to perform Maneuvers (signified by using empty hands when rolling Eva Martial as part of any Maneuver talent) you deal Soft Damage equal to the Strength of your Eva in addition to the normal effect.

Followup: Roll (Soft) Damage for Unarmed attacks and Natural Weapons twice and take the better.

Jack of all Trades

The pilot decides to focus on their skills rather than their combat prowess.

Prerequisites: None   **Buy in Cost:** 10 xp

Special: +3 Bonus to one skill of your choice, even non-proficienct or Restricted Skills. This stacks with all other bonuses. In addition, the player gains 1 Luck.

Name	Scale	Freq	Cost	Prerequisites
Skill Mastery	Per	5	1 E	Proficiency, Skill 51+
Gain Mastery in a Skill, allowing you to spend 1 Luck to automatically pass a test of that Skill.				
Group Advancement(Any)	Per	3	2 E	---
Gain a +5 Bonus to one Skill Group of your choice.				
Restricted Skill	Per	1	4 E	2 Skill Masteries
Gain Proficiency in a single Restricted Skill of your choice.				

Skill Mastery

Other

Prerequisite: 51+ in that Skill

Effect Choose one Skill that you are Proficient in which has a natural Target Number of 51 or more. You gain Mastery in that Skill. When prompted to roll a Skill Test for a Skill in which they have Mastery, the player may choose to instead spend 1 Luck to automatically succeed on that roll as if they had rolled exactly half of their Target Number (rounding up when necessary). A character which had a Target Number of 45 for a Skill would, on a use of their Mastery, be treated as if they had rolled 23.

Group Advancement

Other

Effect: Each time that the Group Advancement talent is purchased, it is associated with a specific Skill Group. Increase the value of that Skill Group by +5. This Talent may be purchased for a given skill group no more than two times, for a total bonus of +10.

Restricted Skill

Other

Effect: The pilot becomes Proficient in a single Restricted Skill of their choice. Unlike Paragon, this is not limited to Restricted Skills associated with a particular Personal Score.

Jammer

The pilot learns to enhance their use of the Neutralize AT Power, increasing it's range and strength.

Prerequisites: AT Power(Neutralize)   **Buy in Cost:** 30 xp

Special: As the 'Neutralization Pattern(Deep)' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Neutralization Pattern(Deep) – Increase the range of your Neutralization AT Power by 1.

Name	Scale	Freq	Cost	Prerequisites
Neutralization Pattern(Quick)	Eva	1	20 xp	---
Activate Neutralization at reduced Stamina cost after moving.				
Neutralization Pattern(Cone)	Eva	1	20 xp	---
Apply the effect of Neutralization to an entire Sector.				
Destructive Interference	Eva	1	30xp	SR 50, Emp 28
Your Neutralize power is extra effective against Absolute Defenses.				
Minor Advance(Synch Ratio)	E/P	1	20 xp	---
Increase your Synch Ratio score by +3				

Neutralization Pattern
AT (Modifies Neutralize)

Effect: The pilot trains in the act of Neutralizing the AT Field of the enemy, a vitally important first step in rendering them vulnerable to harm. Whenever this talent is taken, the pilot gains one option from the list below. The pilot may apply one known Neutralization Patterns to the Neutralize power whenever they use that power.

Deep: The range of the Neutralization power is increased from 1 to 2.

Cone: The Neutralization power affects all enemies in a target sector within range, sparing your allies.

Quick: The Activation cost of Neutralize is only 1 Stamina if you used a Movement action that turn. This includes when being used against Absolute Defenses.

Destructive Interference
AT

Effect: When using the Neutralize AT Power to reduce the Power of an enemy Absolute Defense, test Synch Ratio. On a success, their power is reduced by an additional 1.

Juggernaut

The pilot learns to put extra punch into their entry into melee, crossing ground and hitting hard in the same action.

Prerequisites: None　　　　　　　　　　　　　**Buy in Cost:** 40 xp

Special: As the 'Running Charge' Talent. In addition, the player 1 Luck and 1 Enrichment.

Running Charge – Charge from 2 Sectors away.

Name	Scale	Freq	Cost	Prerequisites
Dynamic Entry	Eva	1	20 xp	---
Penalize the enemy during the round after you charge.				
Improved Charge	Eva	1	30 xp	---
Permanently upgrade 'Charge' with one of the following: Combat Leap or Cannonball.				
AT Power (AT Ram)	Eva	1	10xp	SR 50, Emp 28
Learn the 'AT Ram' AT Power, allowing you to ignore some amount of enemy Armor on an AT-fueled Charge.				

Dynamic Entry

Combat (Modifies 'Charge')

Effect: Your brutal charge forces the enemy to focus on you. If the attack from your Charge resulted in a Hit Effect, that enemy suffers from a -10 penalty to Eva Martial and Reflexes until the start of your next turn.

Running Charge

Combat (Modifies 'Charge')

Effect: You may use the Charge action from two sectors away from your target. This does not change the Stamina cost of the action.

Improved Charge

Combat (Replaces 'Charge')

Effect: The pilot permanently improves their ability to Charge their enemies in some fashion. When this talent is taken, choose one of the following options to permanently replace the Charge talent on your character sheet. Each option is still treated as the 'Charge' action for the purpose of any ability that references that talent.

> **Charge(Combat Leap)**: Test Jump as part of any Charge in place of the Eva Martial test to hit with the attack. On a success, the attack treats the Strength of the Eva as twice normal for the purpose of dealing damage with the melee attack.

> **Charge(Cannonball)**: On a Charge that successfully hits with the attack, you may replace the Basic Attack with 1d10 Soft Damage. If you do so, the hit Enemy must test Physique or Balance (their choice) or be knocked Prone.

> **Charge(Steady)**: On a Charge, get a +10 bonus to hit with the associated attack at the end of the Charge.

Leader

The pilot learns to help with the management and supply of the team, getting the pilots what they need and keeping them on track under pressure.

Prerequisites: Empathy 33 or Influence(Nerv), No one else can have the Leader Branch already.

Buy in Cost: 30 xp

Special: As the "Form up" Talent. In addition, the player gains 1 Luck and 1 Enrichment.

Form Up – Spend 1 Luck to generate an additional 1d6 Nerv Resources for a battle.

Name	Scale	Freq	Cost	Prerequisites
Skill Mastery	Per	1	2 E	Proficiency, Skill 51+
Gain Mastery in a Skill, allowing you to spend 1 Luck to automatically pass a test of that Skill.				
Influence(Pilots)	Per	1	3 E	---
Gain a +10 situational bonus when using Empathy based skills on Eva Pilots.				
Team Player	Eva	2	20 xp	---
Choose a way to benefit nearby allies: Enabler, Morale, Oversee				
Coordinator	Eva	2	20 xp	---
Permanently reduce the cost of a Nerv Resources ability by 1.				
Helping Hand	Eva	1	20 xp	---
When you move into the same sector as an ally, you may automatically Engage with them.				

Form Up

Social

Effect: You may call in additional help for the coming fight. You have the option to spend 1 Luck at the start of battle to generate an additional 1d6 Nerv Resources, and add it to the pool of Nerv Resources to spend as normal.

Influence

Social

Effect: You have a good reputation with a certain group. You gain a +10 situation bonus to all Empathy based skills when interacting with the designated group.

Available groups that may be affected by this Talent include, but are not limited to, the following:

Pilots: The operators of the Evangelions.

Helping Hand

Combat

Effect: If you end a Move or Run action in the same Sector as an ally, you may immediately form an Engagement with that ally at no Stamina cost.

Coordinator

Other

Effect: Choose one use of Nerv Resources from the following list: Precision Targeting, Remote Care, Magi Consultation, Eject Plug. From now on it costs 1 less to purchase uses of the selected Nerv Resource(to a minimum of 1).

Team Player

Social

Effect: A good leader doesn't just give commands, he makes success happen. Whenever this talent is taken, choose one option from the following list to assist allies close to you.

Team Player(Morale): If Fear or Terror would be prompted against another pilot in the same Sector as you, they may roll twice and take the better result.

Team Player(Oversee): Assistance actions grant an additional +10 bonus if they are made in the same Engagement as you.

Team Player(Enabler): You may, at any time, spend 2 Luck to give an ally in the same Engagement 1 Luck to spend as they see fit.

Martyr

The pilot learns to take one for the team, increasing the damage against themselves in return for leaving their attacker dangerously overextended and exposed.

Prerequisites: Bravery 45   **Buy in Cost:** 30 xp

Special: As the Gambit(Awkward). In addition, the player gains 1 Luck and 1 Enrichment.

Gambit(Awkward) – Take additional damage to penalize enemy Attacks of Opportunity.

Name	Scale	Freq	Cost	Prerequisites
Spread Pattern(Layered Field)	Eva	1	10xp	---
Learn the Layered Field Spread Pattern, to boost your Toughness for one attack.				
Spread Pattern (Deflection Field)	Eva	1	20xp	SR 50
Learn the Deflection Field Spread Pattern, reducing Soft Damage taken at the cost of AT Potential.				
Gambit(Flat Footed)	Eva	1	30xp	Distract 45
Take additional damage to leave the enemy Helpless for 1 round.				
Gambit(Opening)	Eva	1	30xp	---
Take additional damage to grant an ally an Attack of Opportunity against the enemy.				
Gambit(Tunnel Vision)	Eva	1	20xp	---
Take additional damage to Blind the enemy to all Evas but your own.				

Gambit

Combat Reaction (Stamina 1)

Effect: Your enemy wants to kill you, destroy you, tear you limb from limb. The obvious response is to avoid that at all costs, but an Evangelion can survive much more punishment than a human, and it is possible to exploit the enemies desire to harm you for your own ends. By leaving yourself open to critical attacks too good to pass up, you can draw the enemy into overextending itself to take advantage of the "opportunity".

You may invoke one Gambit you know as a 1 Stamina Reaction in response to damage being rolled against you, so long as you did not attempt to Guard that attack. Doing so increases the damage that you take as a result of the attack, but imposes a specific penalty on the Angel in return. While forfeiting the Defensive Action, your Armor and Toughness still apply as normal, and you may still use Spread Patterns. Multiple Gambits may not be applied simultaneously against the same attack, and Gambits are not applicable against attacks that hit more than one target.

Gambits include:

Tunnel Vision: Increase the damage against you by 10, but the Angel is treated as being Blind against all other Evangelions for the next 4 Intervals.

Awkward: Increase the damage against you by 5, but the Angel is at a -10 penalty to their to-hit rolls for all Attacks of Opportunity for the next 6 Intervals. By taking 15 more damage instead, the Angel is additionally prevented from making AoOs at all until the start of your next turn.

Opening: Increase the damage against you by 15, but pick one ally to immediately make an Attack of Opportunity against the Angel if they have the means to do so.

Flat Footed: Increase the Damage against you by 20. The Angel is Helpless for the next 4 Intervals.

Observer

Learn as much about your enemy as possible for a tactical advantage.

Prerequisites: Skill Proficiency(Notice), Int 30 **Buy in Cost:** 30 xp
Special: As the Study Defenses talent. In addition, the player 1 Luck and 1 Enrichment.

Study Defenses – Spend 1 Stamina after an attack to learn the Armor or Toughness of the Angel.

Name	Scale	Freq	Cost	Prerequisites
Keen Observation	Eva	1	20 xp	---
Spend 1 Stamina in respond to an attack to learn more about it.				
Cause and Effect	Eva	1	20 xp	---
Whenever you trigger an Attack of Opportunity, test Notice to learn the trigger condition.				
Skill Mastery (Notice)	Per	1	2 E	Notice 51+
Gain Mastery in the Notice Skill, allowing you to spend 1 Luck to automatically pass a Notice test.				
Combat Advance	E/P	1	20xp	---
Gain a +3 bonus to either Eva Martial or Eva Firearms.				

Study Defenses

Combat Action (1 Stamina)

Effect: After you make an attack, you may spend 1 Stamina to judge its effectiveness. You learn your choice of either the Toughness of that enemy or the Armor of that enemy, and then may Test Notice. On a success, you learn one other Defensive Trait that the enemy possesses, if such exist.

For as long as you know both the Toughness and the Armor of an enemy, you deal +2 damage against them with all attacks for the remainder of the battle.

Keen Observation

Combat Reaction (1 Stamina)

Effect: In response to an attack by an enemy, regardless of whether it hits or if you were the target, you may spend 1 Stamina to learn the properties of that attack. You learn one special quality (such as a weapon trait) associated with the attack, and may test Notice to learn another on a success. When you know all special properties associated with an attack, you gain a +10 bonus to tests made to Guard against it.

Cause and Effect

Combat

Effect: Whenever you are subject to an Attack of Opportunity, you may immediately Test Notice. On a success, you successfully deduce what caused you to trigger that Attack of Opportunity.

Overwatch

The pilot trains to use automatic weapons as a tactical tool instead of just an offensive one, restricting the actions of those they fire upon at the cost of damage.

Prerequisites: Eva Firearms 65, Full Auto   **Buy in Cost:** 40 xp

Special: As the Suppressing Fire(Covering Fire) Talent. In addition, the player gains 1 Luck and 1 Enrichment.

Suppressing Fire(Covering Fire) – Spend DoS on a Full Auto to penalize enemy Attacks of Opportunity.

Name	Scale	Freq	Cost	Prerequisites
Bombard Field	Eva	1	20 xp	---
Overwhelm the AT defenses of your enemy through weight of fire.				
Suppressing Fire	Eva	2	20 xp	---
Spend DoS on a Full Auto to enhance your attack.				
Hailstorm	Eva	1	10 xp	----
Be treated as if you had 1 extra DoS on Burst Fire and Full Auto attacks.				
Combat Advance (Eva Firearms)	E/P	1	20 xp	---
Gain a +3 bonus to Eva Firearms.				

Bombard Field
Combat

Effect: On a successful Burst Fire or Full Auto attack, you always lower the AT Potential of the enemy by 1 (to a minimum of 0) even if they do not make use of any Spread Patterns. If the enemy is instead protected by an Absolute Defense, and that Absolute Defense prevents you from hitting the enemy or dealing damage to them, instead lower their Power by 1.

Hailstorm
Combat (Modifies 'Burst Fire', 'Full Auto', 'Suppressing Fire')

Effect: There is no such thing as too much firepower. When using Burst fire or Full Auto, on a successful Eva Firearms test to hit you always act as if you had succeeded by one Degree of Success more than you actually did. This does not actually lower the value of your roll for the purpose of any other ability. This talent may be taken multiple times, and stacks with itself.

Suppressing Fire
Combat Action (3 Stamina)

Effect: A fusillade of gunfire is dangerous to be on the receiving end of, even for an Angel. But sometimes the thunder is just as powerful as the lightning. An experienced pilot can use controlled bursts to provoke a response in the enemy rather than shooting to kill, which is often more effective than a purely offensive salvo.

When making a Full Auto attack, the pilot may choose to reduce their Degrees of Success in exchange for special effects rather than damage dealt as part of the secondary attack of the action. –

– The damage of the primary attack is unaffected. As an Area attack, all targets within the Engagement (even allies) are affected by the Suppressing Fire effect chosen.

Each Suppressing Fire effect has a listed number of DoS that must be sacrificed to receive the effect. Multiple Suppressing Fire effects may be triggered as part of the same Full Auto attack, so long as their total DoS cost can be paid in full.

Effects marked with an asterisk (*) to signify that additional DoS can be spent to enhance the effect.

Covering Fire (2 DoS): All targets in the Engagement take a -20 penalty to all Attacks of Opportunity it makes for 5 Intervals, and may only make one single Attack of Opportunity in that time regardless of how many times an Attack of Opportunity would be triggered.

Scatter (3 DoS): The Full Auto attack replaces the Area quality with the Repulsion quality.

Debris(1 DoS*): Kick up a cloud of Debris that has a 10% chance of blinding everyone inside the Engagement for 3 Intervals (rolled individually for each target). For each additional DoS spent on this ability, increase the chance by 10%.

Pin Down (4 DoS): Restrict enemy movements, giving all targets in the Engagement the Slowed condition for 4 Intervals.

Overwhelm (2 Dos*): Prevent the enemy from gaining AT Potential on their next Interval as if you were Neutralizing them, regardless of your range to the target (so long as it is within range for your Weapon). For each additional DoS spend on this effect, increase the duration of this effect by 1 Interval.

Phalanx

The pilot focuses on defense, both of themselves and others, making good use of their shields.

Prerequisites: Eva Martial 70   **Buy in Cost:** 30 xp

Special: As the 'Weapon Block' Talent. In addition, the player gains 1 Luck and 1 Enrichment.

Weapon Block – Use a Defensive weapon to test Eva Martial on Guards against Melee attacks.

Name	Scale	Freq	Cost	Prerequisites
Desperate Block	Eva	1	20 xp	---
Sacrifice a defensive weapon to succeed on a Guard.				
Sacrifice	Eva	1	20 xp	Desperate Block
Redirect an attack to one of your arms by testing Eva Martial.				
AT Power (Invert Field)	Eva	1	20 xp	SR 50, Emp 28
Learn the Invert Field AT Power, allowing you to absorb an attack to spare your allies.				
Riposte	Eva	1	20xp	Protector
Strike back after a successful Weapon Block.				
Protector	Eva	1	20 xp	---
Take a blow for an ally.				

Desperate Block

Combat (Modifies Guard)

Effect: If you use your Weapon Block talent to Guard and fail your Reflexes Test, you may choose to destroy the Defensive Weapon used in order to treat that failure as a success.

Protector

Combat

Effect: You may shift an attack aimed at an ally in the same Engagement as you to you before any defensive Actions are applied to it or damage is rolled. This costs 0 Stamina, but after being redirected you may not Guard (but may still Sacrifice or use other Reactions or Spread Patterns) against the attack. This ability cannot be used on Area attacks.

Riposte

Combat

Effect: After a successful Weapon Block, you may make an Attack of Opportunity against the enemy that attacked you.

Sacrifice

Combat Reaction (0 Stamina)

Effect: You can take damage in a way of your choosing when the pressure is on. As a 0 Stamina Reaction, you may test Eva Martial and on a success choose to redirect an attack against you to a functional arm of your choice. Damage and Hit Effects then resolve against that Arm as normal.

Weapon Block

Combat (Modifies Guard)

Effect: When using a weapon with the Defensive quality, you may choose to test Eva Martial instead of Reflexes for the purpose of the Guard action against melee attacks.

Pit Fighter

The pilot makes use of the art of wrestling to incapacitate the enemy as best they can, for as long as they can.

Prerequisites: Eva Martial 70   **Buy in Cost:** 30 xp

Special: Expert Grappler(Power Tackle). In addition, the player gains 1 Luck and 1 Enrichment.

Expert Grappler(Power Tackle) – Initiate a Grapple from one Sector away.

Name	Scale	Freq	Cost	Prerequisites
Hinder Pin	Eva	1	20 xp	---
Penalize an enemy limb during a grapple.				
Expert Grappler	Eva	3	20 xp	Eva Martial 73
Improve or modify your ability to Grapple in one of a number of ways.				
Hold Still	Eva	1	30 xp	Hinder Pin, 2 Expert Grappler Talents
While in a Grapple, render yourself and your enemy Helpless temporarily.				
Combat Advance (Eva Martial)	E/P	1	20 xp	---
Gain a +3 bonus to Eva Martial.				

Hinder Pin

Combat (Modifies Grapple)

Effect: Whenever you use the Enter Grapple action, you may choose a single Body Location belonging to the grappled enemy. For as long as you are Grappling that enemy, all attacks associated with that Limb are at a -10 penalty to hit (be it with Eva Martial or Eva Firearms) in addition to the normal effects of a Grapple.

When using the Maintain Grapple action, you have the option to change which Body Location you are applying Hinder Pin to.

Hold Still

Combat Action (3 Stamina)

Effect: If you have 2 functional, but empty, hands on your Eva and you are in a Grapple you may attempt to grab hold of the enemy and hold them still. Test Eva Martial, on a success you and the other participant in the Grapple are considered Helpless until the start of your next turn (or until the Grapple is broken, whichever comes first). This may be done regardless of whether or not you are the one in control of the grapple. If you are the one in control of the grapple, this action extends the Grapple much like the Maintain Grapple action would, but does not activate any other effects or abilities that would trigger on a Maintain Grapple.

Expert Grappler

Combat (Modifies Grapple)

Effect: You are excellent when it comes to close quarters wrestling tactics. Whenever this talent is purchased, pick and gain a single ability from the following list:

Aggressive Grapple: Whenever you use the Maintain Grapple action, regardless of whether or not you succeed on your roll, the target takes an amount of Soft Damage equal to your Strength.

Escapist: You gain a +20 bonus to any Eva Martial or Tumble skill test made to get out of a grapple as part of the Escape Grapple action, and in addition ignore the penalty to that roll from the enemy being either larger or stronger than your Eva.

Power Grab: You gain a +20 Bonus to the Eva Martial test made to start a Grapple. This bonus does not carry over to test made to continue the Grapple as part of the Maintain Grapple action.

Power Tackle: When using the Enter Grapple action, you may initiate the grapple from 1 Sector away instead of in an Engagement to close the distance before continuing the Grapple as normal. This costs no additional Stamina.

Close Quarters: You may use any Small weapon you are holding during a Grapple against the other participant with no penalty.

Concentration: You may use Offensive AT Powers during a grapple.

Pointman

The pilot leads from the front, clearing a path and providing cover to move their allies to where they need to be as quickly and safely as possible.

Prerequisites: None   **Buy in Cost:** 30 xp

Special: As the 'Escort' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Escort – Move and bring an ally with you.

Name	Scale	Freq	Cost	Prerequisites
After You!	Eva	1	20 xp	Escort
Attempt to shove your Escort one additional Sector further using a Physique test.				
Helping Hand	Eva	1	20 xp	---
When you move into the same sector as an ally, you may automatically Engage with them.				
Spread Pattern (Accelerated Territory)	Eva	1	10xp	Emp 25
Learn the Accelerated Territory Spread Pattern, allowing you to increase the Reflexes of your Evangelion.				
Improved Escort	Eva	1	30 xp	Helping Hand or After You!
Permanently upgrade 'Escort' with one of the following: Bodyguard, Run or Group				

After You!

Combat (Modifies 'Escort')

Effect: On an Escort, you may end your turn by Testing Might. On a success, you "shove" one escorted ally 1 additional Sector in the direction of your choice (breaking your Engagement with them). On a failure you knock them Prone instead.

Escort

Combat Action(2 Stamina)

Effect: You may, with this action, move yourself and one ally you are Engaged with 1 Sector in a direction of your choice. This costs the ally no Stamina.

Improved Escort

Combat (Replaces 'Escort')

Effect: The pilot permanently improves their ability to escort your allies in some fashion. When this talent is taken, choose one of the following options to permanently replace the Escort talent on your character sheet. Each option is still treated as the 'Escort' action for the purpose of any ability that references that talent.

Escort(Bodyguard): During an Escort, any provoked Attack of Opportunity only resolves against you and never the ally.

Escort(Run): As Escort, but move yourself and the ally 2 Sectors instead of just 1. The Stamina cost is unchanged.

Escort(Group): During an Escort move all willing allies in an Engagement along with you instead of just one.

Helping Hand

Combat

Effect: If you end a Move or Run action in the same Sector as an ally, you may immediately form an Engagement with that ally at no Stamina cost.

Portfolio

The pilot devotes their attention to learning as many AT Powers as they possibly can.

Prerequisites: Basic Manipulation   **Buy in Cost:** 30 xp

Special: +5 SR. In addition, the player gains 1 Luck and 1 Enrichment.

Name	Scale	Freq	Cost	Prerequisites
Basic Manipulation	Eva	2	20 xp	---
Learn an AT Power of your choice from the Basic Manipulation list.				
Spread Expansion	Eva	1	20 xp	---
Learn a new Spread Pattern.				
Intermediary Manipulation	Eva	2	20 xp	SR 50
Learn an AT Power of your choice from the Intermediary Manipulation list.				
Advanced Manipulation	Eva	2	30 xp	Intermediary Manipulation, SR 60
Learn an AT Power of your choice from the Advanced Manipulation list.				

Basic Manipulation

AT

Effect: Basic Manipulation contains the sort of AT Powers that might appear in even the lowest AT campaign, or otherwise represent the fundamentals of AT Field use. When this talent is taken, pick one AT Power from the list below to learn:

Barrier, AT Flare, AT Ping, Fortify, Inertia

Intermediary Manipulation

AT

Effect: Intermediary Manipulation contains the sort of AT Powers that would appear in an average campaign, even if they represent considerable skill to use. When this talent is taken, pick one AT Power from the list below to learn:

AT Ram, Burnout, Combustion, Disrupting Shot, Disrupting Strike, Float, Funnel, Hold, Probability Surge, Remote Manipulation, Slam

Advanced Manipulation

AT

Effect: Advanced Manipulation contains the sort of AT Powers that takes an exceptional user of the AT Field, or perhaps just a skilled user in a High AT game. When this talent is taken, pick one AT Power from the list below to learn:

AT Blast, Containment, Conversion, Electric Halo, Flicker, Invert Field, Pseudoweapon, Repulsion, Weapon Flux, Wrap Beam

Spread Expansion

AT

Effect: Pick and learn one Spread Pattern from the following list: Accelerated Territory, Bunker Field, Layered Field, Probability Field, Stealth Field.

Rabbit

The pilot fights to distract and unbalance the enemy, making themselves an obvious target that keeps out of range of counterattack.

Prerequisites: Skill Proficiency(Distract)   **Buy in Cost:** 30 xp

Special: As the 'Pester' talent. In addition, the player 1 Luck and 1 Enrichment.

Pester – Distract an enemy with a ranged attack to make them prioritize you.

Name	Scale	Freq	Cost	Prerequisites
Skill Proficiency (Tumble)	Per	1	1 E	---
Gain Proficiency in the Tumble Skill.				
Roll	Eva	1	20 xp	Skill Proficiency (Tumble)
Test Tumble after a successful Guard to disengage.				
Boost Reflexes	Eva	1	20 xp	---
Add a +5 bonus to your Eva's Reflexes score.				
AT Power (AT Flare)	Eva	1	20 xp	SR 40, Emp 25
Learn the AT Flare AT Power, allowing you to draw the attention of the Angel to you.				
Improved Pester	Eva	1	30 xp	Eva Firearms 65
Permanently upgrade 'Pester' with one of the following: Draw or Interrupt.				

Boost Reflexes

Combat

Effect: Gain a +5 Bonus to tests to Guard in your Evangelion. This talent may be taken multiple times (as your Branches allow) and stacks to a maximum bonus of +20.

Pester

Combat Action (2 Stamina)

Effect: This action may only be used when you are not in an Engagement of any kind. Test the Distract Skill in place of rolling Eva Firearms to hit with a ranged attack, applying any relevant modifiers (such as Size) as normal. This uses up ammunition as normal. On a success deal 1d6 Soft Damage in place of the normal attack result, but the target is now at a -10 penalty to all Eva Martial or Eva Firearms tests against anyone but you until the start of your next turn.

Roll

Combat

Effect: On a successful Guard against a melee attack, Test Tumble. On a success you remove yourself from the Engagement. If you would be subject to further attacks as a part of the action that attacked you, all further attacks are rolled against you before you leave the Engagement but have their chance to hit halved.

Improved Pester

Combat (Replaces 'Pester')

Effect: The pilot permanently improves their ability to Pester their enemies in some fashion.

When this talent is taken, choose one of the following options to permanently replace the Pester talent on your character sheet. Each option is still treated as the 'Pester' action for the purpose of any ability that references that talent.

Pester (Draw): If you succeed on your Distract Test by 2 or more Degrees, impose a -20 penalty instead of a -10 to all attacks to hit anyone but you until the start of your next turn.

Pester (Interrupt): You may now use Pester as a 1 Stamina Reaction, still testing Distract and still using up ammunition as normal. If you succeed on the test, you may impose a -30 penalty onto a single test of that target that they are making on this Interval, so long as that test is not to attack you specifically.

Scanner

The pilot learns to study and anticipate the AT Field of their foes, learning much about the enemy.

Prerequisites: AT Power(Ping), Proficiency(Notice)   **Buy in Cost:** 30 xp

Special: As the 'Scan Field' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Scan Field – Know the ATS of any enemy detected by the AT Ping power.

Name	Scale	Freq	Cost	Prerequisites
Skill Mastery (Notice)	Per	1	2 E	Notice 51+
Gain Mastery in the Notice Skill, allowing you to spend 1 Luck to automatically pass a Notice test.				
Group Advancement(Awareness)	Per	1	2 E	---
Gain a +5 Bonus to the Awareness Skill Group.				
Field Analysis	Eva	1	30 xp	Notice 50
Test Notice as a Reaction to identify an enemy AT Power or Spread Pattern and how it works.				
Mimic Field	Eva	1	30 xp	Field Analysis, SR 60
Learn to mimic the effects of either enemy AT Powers or enemy Spread Patterns, but only one.				

Scan Field

AT (Modifies the 'Ping' AT Power)

Effect: You now automatically know the ATS of anything detected by the Ping AT Power, and ignore any ability that might normally hide an active AT Field from Ping.

Field Analysis

AT Reaction(1 Stamina)

Effect: As a 1 Stamina Reaction, you may test Notice when an enemy uses an AT Power or a Spread Pattern to identify the properties and functions of that Power or Spread Pattern.

Mimic Field

AT Action(2 Stamina)

Effect: You learn to copy what you observe in the AT Field of your enemy, even if you do not fully understand it yourself. When you take this Talent, choose one of the two following options to learn as a 2 Stamina action.

Mimic Field (Pattern): The pilot may spend 1 Luck to make a special Notice Test. If successful they may use one Spread Pattern they know the Angel possesses due to Field Analysis for the rest of the battle as if the pilot knew it themselves. Succeed or fail, this special Notice Test may only be attempted once per battle.

Mimic Field (Power): The pilot may spend 1 Luck to make a special Notice Test. If successful they may use one AT Power they know the Angel possesses due to Field Analysis for the rest of the battle as if the pilot knew it themselves, though they must still meet the Minimum ATS Requirements for its use. Succeed or fail, this special Notice Test may only be attempted once per battle.

Scout

The pilot is light on their feet and difficult to slow down, a master of mobility.

Prerequisites: Skill Proficiency(Sprint) **Buy in Cost:** 30 xp

Special: As the 'Runner' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Runner – Move an additional Sector when using the Run action.

Name	Scale	Freq	Cost	Prerequisites
Steady	Eva	1	20 xp	Balance 45
Roll Balance Tests to resist falling Prone as Prepared Tests.				
Boost Reflexes	Eva	1	20 xp	---
Add a +5 bonus to your Eva's Reflexes score.				
Kip Up	Eva	1	20 xp	Tumble 45
Test Tumble when standing from Prone, on a success the action costs no Stamina.				
Spread Pattern (Accelerated Territory)	Eva	1	10 xp	Emp 25
Learn the Accelerated Territory Spread Pattern, allowing you to increase the Reflexes of your Evangelion.				
Improved Runner	Eva	1	30 xp	Steady OR Kip Up
Permanently upgrade 'Runner' with one of the following: Faster or Lightfooted.				

Runner

Combat (Modifies Run)

Effect: You may move 1 additional Sector when using the Run Action.

Boost Reflexes

Combat

Effect: Gain a +5 Bonus to tests to Guard in your Evangelion. This talent may be taken multiple times (as your Branches allow) and stacks to a maximum bonus of +20.

Steady

Other

Effect: Whenever you would test Balance to resist falling Prone (in or out of the Eva) roll it as a Prepared Test.

Improved Runner

Combat (Modifies Run)

Effect: The pilot permanently improves their ability to Run in some fashion. Each option is still treated as the 'Run' action for the purpose of any ability that references that action.

Runner(Sprinter): On a Run, you may test the Sprint skill and move an additional Sector on a success. If you have 3 or more Degrees of Success, move up to 2 additional Sectors instead. Success or failure, you gain 1 Strain.

Runner(Lightfooted): Attacks of Opportunity you provoke during a turn in which you used Run are at a -30 penalty to hit you.

Kip Up

Other

Effect: You may Test Tumble when standing from Prone. On a success, that action costs you no Stamina.

Scrambler

The pilot learns to enhance their use of the Neutralize AT Power, causing additional penalties on the Angel at the cost of their own AT field.

Prerequisites: Destructive Interference   **Buy in Cost:** 30 xp

Special: As the 'Interference Pattern(Harmful)' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Interference Pattern(Harmful) – Augment your Neutralization to impose a penalty to their rolls.

Name	Scale	Freq	Cost	Prerequisites
Interference Pattern	Eva	2	20xp	---
Augment your Neutralization to prevent the target from using a specific AT Power.				
AT Power (Reality Reinforcement)	Eva	1	30xp	SR 60, Emp 28
Learn the Reality Reinforcement AT Power, allowing you to negate an Angel's AT Traits.				
Advance(Synch Ratio)	E/P	1	30xp	---
Increase your Synch Ratio score by 5.				

Interference Pattern
AT (Modifies Neutralize)

Effect: The act of Neutralizing an enemy AT Field is usually an undertaking in force rather than skill. But skill has its place too. Every time this Talent is taken, choose one option from the following list that becomes available as a unique Augmentation for the Neutralize AT Power. No more than one Interference Pattern effect can be active in a single round. Using these effects, while not directly harmful, may result in the enemy considering the pilot a priority target.

Harmful (costs 2 ATP): The Neutralized Opponent takes a -10 to all Tests until the start of your next turn.
Counter Power(Special): Choose one single AT Field power that the character knows. The AT Potential cost of this Augmentation is equal to the ATS Minimum of that power, and the Neutralized Opponent cannot use that AT Power until the start of your next turn. In addition, the Angel cannot Augment any other AT powers it knows either.

Dampen Field (2 ATP): Until the start of your next turn, whenever the Neutralized Opponent wants to spend ATP to fuel a Spread Pattern, the cost of the desired effect is increased by 1 (applied to each individual payment, not the total cost).

Cloud (2 ATP): As long as the target is Neutralized, the Angelic Senses range of the Neutralized Opponent is reduced by 2 Sectors, to a minimum of Range 0.

Sentinel

The pilot specializes in area control using a melee weapon, punishing the enemy for getting too close or trying to escape.

Prerequisites: None   **Buy in Cost:** 30 xp

Special: As the Pike talent. In addition, the player 1 Luck and 1 Enrichment.

Pike – Get an attack of opportunity against an enemy that enters the same sector as you.

Name	Scale	Freq	Cost	Prerequisites
Keep Away	Eva	1	20 xp	---
On a standard attack, enemies get a penalty to hit you in melee until the start of your next turn.				
Backstab	Eva	1	20 xp	---
Get an attack of Opportunity against enemies attempting to leave your Sector.				
Wall	Eva	1	20 xp	---
Enemies hit by your Attacks of Opportunity stop moving.				
Combat Advance(Eva Martial)	E/P	1	20xp	---
Gain a +3 bonus to Eva Martial.				

Pike
Combat

Effect: When an enemy enters the same Sector as you, you may make an Attack of Opportunity against them. This does not trigger by moving into the same Sector as an enemy, only if they come to you.

Keep Away
Combat (Modifies Standard Attack)

Effect: When using a weapon with the Reach quality, or a Two Handed weapon, enemies hit by a Standard Attack of yours are at a -10 penalty to their Eva Martial tests to hit you. This also applies to Standard attacks made as an Attack of Opportunity.

Backstab
Combat

Effect: Enemies that try to leave the same Sector as you provoke an Attack of Opportunity.

Wall
Combat (Modifies Attacks of Opportunity)

Effect: Any opponent that is hit by an Attack of Opportunity of yours during a Move or a Run action stops moving and ends that action in your Sector.

Sidearm

The pilot learns to make the most of their backup weapons, to the point that they can even use them as their primary arsenal.

Prerequisites: None   **Buy in Cost:** 20 xp

Special: As the 'Quick Draw' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Quick Draw – Draw an item from a wing at no Stamina cost.

Name	Scale	Freq	Cost	Prerequisites
Streetfighter	E	2	20 xp	---
Gain a bonus to Small weapons from the following list: Double Tap, Deft, Point Blank, Speedload , Quick Attack, or Well Balanced.				
Improved Draw	E	1	10 xp	---
Modify your Draw action with one of the following: Surprise, Easy Pass, or Uncertain Storage				
Combat Advance	E/P	1	20xp	---
Gain a +3 bonus to Eva Martial or Eva Firearms.				

Quick Draw

Combat

Effect When using Simple Action to grab an item or weapon from a Wing Dock, or to store an item or weapon in a Wing Dock, for the first time in a turn it costs you no Stamina to do so.

Streetfighter

Combat

Effect: The pilot excels in the use of small weapons such as pistols or knives, making them as effective as larger and generally more powerful weapons. When this talent is taken, choose one option from the following list:

> **Double Tap:** Small ranged weapons you use gain Burst Fire (2/4) if they do not have a Burst Fire option already.
>
> **Deft**: When in the same Sector as the enemy you are attacking, all Small weapons you use gain the Precise property.
>
> **Point Blank:** Small weapons you use gain a +2 to damage rolls when used within an Engagement with the enemy.
>
> **Speedload:** The Stamina cost to reload Small ranged weapons you use is reduced by 1, to a minimum of 0 Stamina.
>
> **Quick Attack:** On a successful attack with Small weapons, you are counted as having 1 more DoS than you actually rolled for the purposes of Blitz and Burst Fire
>
> **Well Balanced**: Small melee weapons you use gain the Defensive (5) and Throwing properties.

Improved Draw

Combat (Modifies 'Quick Draw')

Effect: The moment that the pilot chooses to draw their sidearm is a pivotal moment in the battle, as it presents an important tactical choice to either change their approach to the battle or resort to a last ditch effort against an enemy. When this talent is taken, choose one option from the following list:

> **Improved Draw (Surprise):** Any attack that you make with a Small weapon in the same turn as you draw it for the first time in a battle gains +3 damage on a hit.
>
> **Improved Draw (Easy Pass):** When you draw the contents from a 'Storage' or 'Assault Dock' Wing Loadout, you may choose to immediately pass that weapon or ammo into the hands of an ally in the same engagement as you as a 0 Stamina action.
>
> **Improved Draw (Uncertain Storage):** You may, at the start of the battle when Requisition is spent, choose to have any Storage Wing Loadouts on your Eva contain an Undisclosed Small Weapon in place of declaring the contents as normal. You do not need to say what that Undisclosed Small Weapon is until the turn that you actually draw the weapon, at which point you must choose a single weapon with the Small property which is available to you in accordance with your campaign's Technologies. Any Small Weapon that is available through your Technologies is a valid choice, but you may not at that time choose to have the Storage wing contain a clip of ammo instead.

Sniper

The pilot is a patient marksman, taking the best shot at the right moment for maximum effectiveness.

Prerequisites: Eva Firearms 65 **Buy in Cost:** 40 xp

Special: As the 'Perfect Shot' talent. In addition, the player 1 Luck and 1 Enrichment.

Perfect Shot – Spend Stamina to add a damage bonus to your next Ranged Attack.

Name	Scale	Freq	Cost	Prerequisites
Group Advancement(Awareness)	Per	1	1 E	---
Add a +5 bonus to the Awareness Skill Group.				
AT Power (Disrupting Shot)	Eva	1	20 xp	SR 40, Emp 25
Learn the Disrupting Shot AT Power, to increase the Breach of a ranged attack.				
I Never Miss	Eva	1	30 xp	---
On a failed roll to hit, you are counted as not having fired at all for the purpose of ammo and abilities.				
Improved Perfect Shot	Eva	1	30 xp	Eva Firearms 70
Permanently upgrade 'Perfect Shot' with one of the following: Accurate or Brutal.				
Combat Advance (Eva Firearms)	E/P	1	20 xp	---
Gain a +3 bonus to Eva Firearms.				

Perfect Shot

Combat Action(Variable Stamina)

Effect: After using the Aim action, but before making the attack that it will benefit, you can spend additional Stamina as you line up your shot. For every 1 Stamina spent, gain +2 damage to the attack when it happens, to a maximum of +6.

These spent Stamina only modify the shot to come. This talent cannot be used if in the same Engagement as an enemy. If you suffer a Critical Hit you must test Composure not to flinch and lose whatever bonuses you have stored up.

I Never Miss

Combat (Modifies 'Aim', 'Perfect Shot')

Effect: On any attack benefiting from the Aim action, if you roll the attack and it would be a failure, you retroactively spend the Stamina to take the Action but realize the shot was bad and never pull the trigger. This means you did not hit the enemy, but as you never fired you do lose Ammo or incur Fragile, Recharge or anything else that would trigger when you make an attack. This also means the bonuses granted by Perfect Shot are not wasted at this time.

Improved Perfect Shot

Combat (Replaces 'Perfect Shot')

Effect: The pilot permanently improves their ability to snipe their enemies in some fashion. When this talent is taken, choose one of the following options to permanently replace the Perfect Shot talent on your character sheet. Each option is still treated as the 'Perfect Shot' action for the purpose of any ability that references that talent.

Perfect Shot(Accurate): In addition to the normal benefits of Perfect Shot, you may spend 2 Stamina to pick the hit body location of the attack. This effect does not stack with itself.

Perfect Shot(Brutal): In addition to the normal benefits of Perfect Shot, you may spend 2 Stamina to give +1 to the Hit Effect roll of the attack. This effect does not stack with itself.

Spotter

A powerful ally, the pilot guides and enhances the ranged attacks of the other Evangelions.

Prerequisites: Notice 45, Markerlight   **Buy in Cost:** 30 xp

Special: As the Mark(Guided) talent. In addition, the player gains 1 Luck and 1 Enrichment.

Mark(Guided) – Let an ally ignore the armor bonus from Cover on their next ranged attack.

Name	Scale	Freq	Cost	Prerequisites
Mark (Aim Correction)	Eva	1	20 xp	Notice 45
Let an ally reroll their Eva Firearms test for free on their next ranged attack.				
Mark(Optimal Solution)	Eva	1	30 xp	Notice 50
Let an ally ignore a specific Defense Trait of the enemy on their next ranged attack.				
Mark (Subtarget)	Eva	1	20 xp	Notice 45
Help an ally hit a specific body location on their next ranged attack.				
Reliable Mark	Eva	1	20 xp	3 Mark Talents
Consistently benefit from one Mark effect in addition to other Marks you use.				
Combat Advance (Eva Firearms)	E/P	1	20 xp	---
Gain a +3 bonus to Eva Firearms.				

Mark

Combat Action (1 Stamina)

Effect: You combine your own expert aim with the precision of the standard Markerlight to provide a much greater degree of information to your allies. As a part of this action, if you are in the same engagement as an ally you may use a Markerlight to provide the effect of one Mark that you know in addition to the normal +10 bonus to hit to the designated ally's next ranged attack.

Mark effects include:

Aim Correction: Should the designated ally fail an Eva Firearms test on their turn, they may reroll it at half their normal value immediately, and for no Luck cost. Doing so forfeits any other rerolls they might have available to them.

Optimal Solution: Select one Defense Trait that the Angel possesses. The Angel is treated as if it did not possess that Defense Trait for the purpose of the first ranged attack against made by the designated ally on their next turn. Later attacks made by that ally do not benefit from this Mark, even if the first attack misses. This ability cannot affect Defense Modifiers.

Guided: The ranged attacks of the designated ally on their next turn gain the Breach(1), or increase any Breach they already have by 1.

Subtarget: Spend 1 Luck to choose a Body Location, the ally that benefits from your Markerlight hits that location on a successful attack instead of determining one randomly.

Reliable Mark

Combat

Effect: Choose one Mark effect you know. Whenever you benefit from another Mark effect, you always benefit from this one as well. You must pay any associated costs, and no Mark can stack with itself. Once chosen, this Reliable Mark effect cannot be changed.

Stalwart

The pilot has exceptional strength and endurance, excelling in anything based on Physique.

Prerequisites: Minor Advance(Physique) **or** Advance(Physique)

Buy in Cost: 20 xp

Special: As the Minor Advance(Physique) talent. In addition, the player gains 1 Luck and 1 Enrichment.

Minor Advance(Physique) - Add a permanent +3 bonus to your Physique score.

Name	Scale	Freq	Cost	Prerequisites
Skill Mastery	Per	1	2 E	Proficiency, Skill 51+
Gain Mastery in a Skill, allowing you to spend 1 Luck to automatically pass a test of that Skill.				
Group Advancement(Sports)	Per	1	2 E	---
Gain a +5 Bonus to the Sports Skill Group.				
Group Advancement(Might)	Per	1	2 E	---
Gain a +5 Bonus to the Might Skill Group.				
Advance(Physique)	E/P	1	3 E	2 Physique Skill Masteries
Add a permanent +5 bonus to your Physique score.				
Endurance	Per	1	20 xp	---
Increase your Strain Threshold by 1.				
Minor Advance(Physique)	E/P	1	3 E	Any Physique Skill Mastery
Add a permanent +3 bonus to your Physique score.				

Minor Advance

Other

Effect: Your character has become greater than they were before in a certain range of their skillset. Whenever you gain this Talent, it will always be associated with a specific Personal Score (Physique, Intelligence, Empathy or Synch Ratio). Permanently increase the specified score by 3

Endurance

Combat

Effect: Increase your Strain Threshold by 1.

Group Advancement

Other

Effect: Each time that the Group Advancement talent is purchased, it is associated with a specific Skill Group. Increase the value of that Skill Group by +5. This Talent may be purchased for a given skill group no more than two times, for a total bonus of +10.

Striker

The pilot learns to make their hits count, focusing on single but powerful attacks.

Prerequisites: None   **Buy in Cost:** 40 xp

Special: As the 'Precision(Accurate)' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Precision(Accurate) – Modify your Standard Attack, improving your ability to Focus.

Name	Scale	Freq	Cost	Prerequisites
Precision(Cleaving)	Eva	1	20xp	---
Modify your Standard Attack to be better against Armor.				
Precision(Crippling)	Eva	1	20xp	---
Modify your Standard Attack to have more devastating Critical Hits.				
Precision(Brutal)	Eva	1	20xp	---
Modify your Standard Attack to deal extra damage.				
AT Power (Disrupting Shot)	Eva	1	20xp	SR 40, Emp 25
Learn the Disrupting Shot AT Power, to increase the Breach of a ranged attack.				
AT Power (Disrupting Strike)	Eva	1	20xp	SR 40, Emp 25
Learn the Disrupting Strike AT Power, to increase the Breach of a ranged attack.				
Reliable Precision	Eva	1	20 xp	Any 3 Precision Talents
Choose a Precision you know, and apply its effect when you use any other Precision.				
Combat Advance	E/P	1	20xp	---
Gain a +3 bonus to Eva Martial or Eva Firearms.				

Precision

Combat (Modifies Standard Attack)

Effect: The pilot learns to use skill over volume of fire. Each time this talent is taken, choose and learn one ability from the following list. The player may apply one single Precision effect from the abilities he knows on any Standard Attack (be it Melee or Ranged in nature). When using Precision your attack deals +1 damage for each Precision effect you know and gains the Slow property if it did not have it already.

Accurate: On a successful attack, you are treated as having rolled one more DoS than you actually did for the purposes of Focus.
Cleaving: As the Anti-Armor weapon trait. If the weapon already has Anti-Armor, it becomes Armor Piercing.
Crippling: If this attack deals a Critical Hit, treat the effect roll as if it had rolled 1 higher. This has no effect on a Glancing Hit.
Brutal: +2 Damage.

Reliable Precision

Combat

Effect: Choose one Precision effect you know. Whenever you benefit from another Precision effect, you always benefit from this one as well. No Precision can stack with itself. Once chosen, this Reliable Precision effect cannot be changed.

Combat Advance

Other

Effect: Your character has improved their combat skills. Whenever you gain this Talent, it will always be associated with either Eva Firearms or Eva Martial. Permanently increase the specified score by 3.

Vanguard

A vital frontline fighter, the Vanguard focuses on clearing the way for others to hit the enemy. Vanguards specialize in attacks that weaken the AT Defenses of the enemy without sacrificing damage dealing potential, and benefit from melee weapons with the Breach quality.

Prerequisites: AT Power(Disrupting Strike)   **Buy in Cost:** 40 xp

Special: As the 'Corrode' talent. In addition, the player gains 1 Luck and 1 Enrichment.

Corrode – Reduce enemy ATP on a hit before Spread Patterns can be used.

Name	Scale	Freq	Cost	Prerequisites
Boost Reflexes	Eva	1	20 xp	---
Add a +5 bonus to your Eva's Reflexes score.				
Improved Corrosion	Eva	1	30 xp	Shieldbreaker
Permanently upgrade Corrode to one of the following: Stable, Strong or Universal.				
Shieldbreaker	Eva	1	30xp	Eva Martial 73
Shred an Absolute Defense using a combination of skill and high Breach attacks.				
Combat Advance (Eva Martial)	E/P	1	20xp	---
Gain a +3 bonus to Eva Martial.				

Corrode

AT, Combat

Effect: When making a melee Standard Attack, you may reduce the AT Potential of an enemy you successfully hit by an amount equal to the Breach rating of your weapon +1. This reduction occurs at the moment that the hit is confirmed, before the Guard action or any Spread Patterns that the enemy possesses can be paid for or applied. This ability cannot be used if you are maintaining the Neutralize AT Power, or if you have 0 AT Potential of your own remaining.

Shieldbreaker

Combat

Effect: When Engaged with an enemy using an Absolute Defense, you may attempt to use the Evangelion's weapons to break through. Test Eva Martial at a -10 penalty as a 2 Stamina action when using a weapon with the Breach quality. On a success, you reduce the Power of the Absolute Defense by an amount equal to the Breach rating of the weapon.

Improved Corrosion

Combat (Replaces 'Corrode')

Effect: The pilot permanently improves their ability to break down AT Fields in some fashion. When this talent is taken, choose one of the following options to permanently replace the Corrode talent on your character sheet. Each option is still treated as the 'Corrode' action for the purpose of any ability that references that talent.

Corrode (Stable): As Corrode, however you can use it even when maintaining the Neutralize AT Power or at 0 ATP.

Corrode (Strong): As Corrode, however you reduce the enemy's ATP by an amount equal to your ATS.

Corrode (Universal): You treat all melee weapons as if they had a Breach rating of 1 higher than they really do (granting Breach(1) to weapons that lack Breach entirely). The effect of this change extends beyond just Corrode.

Wolf

The pilot is a teamwork specialist, gaining and bestowing extra advantages when Engaged with allies in melee with an enemy.

Prerequisites: Eva Martial 70   **Buy in Cost:** 30 xp

Special: As the Flanking(Wolf Pack) talent. In addition, the player gains 1 Luck and 1 Enrichment.

Flanking(Wolf Pack) – When Engaged with allies in melee, lower enemy Reflexes.

Name	Scale	Freq	Cost	Prerequisites
Flanking	Eva	3	20 xp	--
When Engaged with allies in melee, apply a beneficial effect at no Stamina cost.				
Expose	E/P	1	20 xp	Any 3 Flanking talents
Spend 2 Stamina on your turn to give a single ally Engaged with you an extra melee attack at reduced cost.				
Reliable Flanking	Eva	1	30 xp	Expose
Consistently benefit from one Flanking effect in addition to other Flanking you use.				
Combat Advance (Eva Martial)	E/P	1	20xp	---
Gain a +3 bonus to Eva Martial.				

Flanking

Combat Action (0 Stamina)

Effect: You have learned to take better advantage of strength in numbers. When you and at least one other ally are Engaged with the same enemy, the various forms of Flanking allow you to put the enemy at a disadvantage greater than simply being two against one. Whenever this talent is purchased, gain a single ability from the list below. On your turn, you may activate any one Flanking ability for 0 Stamina. Multiple instances of Flanking do not stack, even if they are different abilities or activated by different Evas.

> **Flanking(Box in):** The Engaged enemy becomes Slowed until the start of your next turn, or until they leave the Engagement, whichever comes first.

> **Flanking(Gang Up):** You and all allies Engaged with you get deal +1 damage with melee weapons until the end of your next turn.

> **Flanking(Tag Team):** One ally Engaged with you gains +10 Eva Martial until the start of your next turn.

> **Flanking(Wingman):** You and one other ally both get a +10 bonus to Reflexes until the start of your next turn.

> **Flanking(Wolf Pack):** The Engaged enemy takes a -10 penalty to Reflexes and attacks of opportunity for each other ally engaged with it. This penalty lasts until the start of your next turn.

Expose

Combat Action (2 Stamina)

Effect: When Engaged with an enemy and at least one other ally, you may spend 2 Stamina on your turn and designate a single ally. That ally may make a Standard Attack on their next turn which costs 1 Stamina. Effectively, you pay for an attack, but the ally resolves it using their own abilities on their turn.

Reliable Flanking
Combat

Effect: Choose one Flanking effect you know. Whenever you benefit from another Flanking effect, you always benefit from this one as well. You must pay any associated costs, and no Flanking can stack with itself. Once chosen, this Reliable Flanking effect cannot be changed.

Zweihander

The pilot trains in a style of combat that makes full use of the brute force and intimidation that only a two handed weapon can bring.

Prerequisites: Eva Martial 70   **Buy in Cost:** 30 xp

Special: As the Crash(Wild Swing) talent. In addition, the player 1 Luck and 1 Enrichment.

Crash(Wild Swing) – Use a two handed weapon to force an enemy out of an Engagement.

Name	Scale	Freq	Cost	Prerequisites
Crash(Overhead Crash)	Eva	1	20xp	---
Use a two handed weapon to knock your enemy off balance.				
Crash(Power Crash)	Eva	1	20xp	---
Use a two handed weapon to weaken an enemy Absolute Defense.				
Crash(Buffalo Crash)	Eva	1	20xp	---
Use a two handed weapon to lower the Armor of an enemy temporarily.				
Improvised Shield	Eva	1	20xp	Physique 30
Use a two handed weapon as a shield, to the detriment of the weapon.				
Full Body Swing	Eva	1	20xp	Any 3 Crash Talents
Treat your Eva's Strength as 1 higher for Crash talents.				
Combat Advance (Eva Martial)	E/P	1	20xp	---
Gain a +3 bonus to Eva Martial.				

Crash

Combat Action (2 Stamina, Slow)

Effect: A weapon that takes two hands for even an Evangelion to wield is not a weapon of finesse, it is a battering ram. A tool of brute force. And, in the hands of someone who can put that force to good use, something that can be used for more than crude damage dealing.

Each 'Crash' effect modifies a melee Standard Attack using a two-handed weapon. Such attacks mostly resolve as normal (in terms of rolling to hit, dealing damage, and hit effects) but do not add the Strength of the Eva to the damage roll. The Crash repurposes that Strength to achieve a goal other than damage. A two-handed weapon is any melee weapon that has 2 listed in its Hands column, even if your Evangelion is able to use it one handed due.

Crash effects include:

Wild Swing: You make a slow, massively telegraphed attack that cuts a wide arc, one that is almost too easy to get out of the way of. If this attack misses or is successfully Guarded against, the enemy is forced out of the Engagement and takes an amount of Soft Damage equal to your Strength. You can choose to fail your attack roll in order to trigger these effects.

Overhead Crash: You bring your weapon down on them from above, crushing them into the dirt. Roll 1d6 after dealing damage. If the result is less than the Strength of your Eva, the target may not use Reaction actions or Attacks of Opportunity until the start of your next turn and must test Balance or become Prone.

Buffalo Crash: You let loose a powerful series of forceful attacks designed to overwhelm their defenses rather than get past them. After your attack resolves, if you dealt a Hit Effect to the enemy their Toughness is considered to be lowered by an amount equal to your Strength until the start of your next turn.

Power Crash: You strike to bring down an Absolute Defense through sheer force. On a successful Eva Martial, reduce the Power of the enemy Absolute Defense by 1. Then, if the Strength of your Eva is greater than the ATS of the Angel, reduce the Power by an additional 1. Regardless of the amount of Power removed from the Absolute Defense, the enemy takes an amount of Soft Damage equal to your Strength. This replaces dealing damage as normal.

Full Body Swing

Combat (Modifies 'Crash')

Effect: For the purpose of all Crash effects, your Evangelion is treated as if they had a Strength of 1 higher than they actually do.

Improvised Shield

Combat

Effect: You may treat any two handed weapon you wield as if it had the Defensive(10) quality, providing both the bonus to Reflexes as well as the risk of damage to the weapon. This does not stack with any other source of that quality.

Chapter 6: EVANGELIONS

In Adeptus Evangelion, in addition to the normal character sheet for the pilot, players create an additional page for their Evangelion.

Each Evangelion has the following sections of its character sheet that need completing. This includes:

Evangelion Scores

Where Personal Scores are the key stats assigned to the pilot character, which also have their uses when in control of the Evangelion, Evangelion Scores represent the Evangelion itself, and other aspects that are only applicable in the Evangelion.

The Evangelion Scores are as follows:

Strength (Str): The Evangelion's Strength score determines the raw power of the Evangelion itself. This applies to melee damage and feats of physical prowess. If the Strength score is reduced to 0, the Eva is too feeble to use any weapon that is not Small.

Toughness (T): The endurance of the Evangelion's body is represented by its Toughness Score. This represents the damage threshold that must be met or exceeded, after Armor has been applied, for an enemy attack to deal a Critical Hit. If the damage is lower than the Eva's Toughness, that creature only suffers a Glancing Hit. If the Eva's Toughness is reduced to 0, all hits against it are Critical Hits, even Soft Damage.

Armor: The protection provided by the Eva's metal shell. Unless otherwise stated, all sources of damage subtract Armor from their total to determine how much damage the Evangelion actually takes.

Reflexes: Reflexes determines how fast the Evangelion is, and thus its ability to Guard against attacks. If the Eva's Reflexes is reduced to 0, they are unable to take any Movement action, and are permanently Dazed.

Eva Martial: Eva Martial is the melee ability of your Evangelion, primarily used to determine accuracy and feats of skill. The Eva Martial score of the Eva begins set according to the Evangelion Type, plus any relevant modifiers (resulting from either the pilot or the Eva).

Eva Firearms: Eva Firearms is the ranged ability of your Evangelion, primarily used to determine accuracy and feats of skill. The Eva Firearms score of the Eva begins set according to the Evangelion Type, plus any relevant modifiers (resulting from either the pilot or the Eva).

Basic Evangelion

Evangelions are powerful beings, which have the following hit locations:

Result	Location
01-10	Head
11-20	R.Arm
21-30	L.Arm
31-35	Cable*
36-70	Body
71-00	Legs

*Any attack that hits the Umbilical Cable and deals damage after Armor destroys the Umbilical Cable instead of resulting in a hit effect, regardless of whether that attack would have been Glancing or Critical. If no Cable exists, this attack hits the Body location instead.

Unlike Characters, Evangelions do not suffer from Fatigue and are designed to withstand a tremendous amount of lethal damage. This allows the Evangelion to take massive damage to a limb and lose it without risk of instant death or incapacitation.

However, if either the body or head are destroyed through critical damage, the Evangelion is 'killed'. Much like an Angel, as long as the Evangelion's core is intact the Evangelion can be repaired back to full operating efficiency. The Pilot is often not so lucky.

Evangelion Wing Slots

The Evangelions have a fairly distinct profile, a large part of which is owed to the pylons on each shoulder that the Nerv's engineers refer to as Wings. These Wings serve a dual purpose. First and foremost they serve to restrain the Evangelion during storage and keep the Eva under the control of Nerv and the assigned pilot. But just as important is the space within, which allows for customizable contents or integration into other Nerv equipment.

Each Evangelion, unless otherwise said, has two wing 'slots', Left and Right. This distinction does in fact matter, as it is possible for them to be damaged or destroyed during battle based on which arm they are associated with.

These Wing slots can be filled with Wing Loadout options, of which Evangelion Type has multiple available. This could be carrying small useful items, weapons, or simply extra battery supply. At the start of each battle, the player decides what Wing Loadout upgrades they will deploy with, selected from the options they have purchased. They may only deploy with a number of Wing Loadouts equal to the number of Wing Slots that they have available (usually two) and deploying with the same Wing Loadout in each Wing requires having bought the relevant Wing Loadout more than once.

Wing Loadouts may not be changed mid-battle, or assigned after the Evangelion has already deployed. The Wing pylon exists even if you have nothing assigned to that slot, it just is not doing you any good.

The Umbilical Cable

Evangelions have a massive energy requirement, so much so that for functions beyond pilot life support, their internal batteries' charge only lasts for a maximum of 3 rounds. To deploy Evas for longer periods of time, power cables referred to as "umbilical cables" are inserted into the Evas' backs, instantly recharging the battery and giving them unlimited operation time so long as they are plugged in. Evas are capable of reaching behind themselves to attach a new umbilical cable without external help. When Evas are deployed to areas other than the Base of Operations, portable sets of umbilical cables attached to Mobile Support Structures are often brought along to connect them to an external power supply.

The Base of Operations has many Umbilical Cables scattered across its surface, which is abstracted to a small number of available Umbilical ports in the part of the Base of Operations that is the current battlefield. This small number may be increased by spending Nerv Resources to purchase additional Umbilical Cables.

An Eva's Umbilical Cable may be targeted as a Called Shot, and is instantly destroyed on a successful hit. The Eva may attempt to Guard, but takes a -20 penalty since the cable is not actually a part of them they can move at will. Any area effect attack automatically destroys the umbilical.

If an umbilical cable is severed during battle, the end plugged into the Eva's back will automatically eject from the Eva so as not to hinder its movements. The plugs located at the tips of umbilical cables contain small thruster rockets; when ejected, the thruster rockets fire just before hitting the ground, to lessen the damage both to the plug itself as well as to whatever is on the ground when the plug hits. If the Evangelion is within the Base of Operations, they may use the Plug In action to replace it. If, between Umbilicals currently in use and Umbilicals destroyed this battle, no more available Umbilical Ports exist this action may not be taken.

Evangelion Types

All Evangelions are not created equally. The enormous cost of creating even a single Evangelion has required the UN to outsource Evangelion production to different branches of Nerv located in different countries. This would result in some minor design quirks on its own, but there is also the fact that, during the construction of the Evangelions, knowledge on the Angels was often very limited. As such there is no specific design philosophy regarding what constitutes an optimally effective Evangelion, leading to incredible variation in minor systems, armor, and even frame construction.

At character creation each player must select the Evangelion Type of their Evangelion. This will define the majority of the Evangelion's mechanical effects, as well as what roles and functions it is most naturally suited for and what equipment it is compatible with.

Each Evangelion Type has a listed starting package broken up into the following areas:

Traits: These represent equipment and conditions that the Evangelion begins play with. Not all of them are beneficial.

Distinguishing Features: Distinguishing Features represent small quirks in the Evangelion's design. There are Construction, Mutation, History, Experimental and Cosmetic Distinguishing features, each with their own random chart of options (featured below). Not all Evangelions roll on each chart. Instead, each Evangelion Type has a list of the Distinguishing features it may roll for. To determine which features they have, the player rolls 1d100 for each Distinguishing Feature chart their selected Eva Type has access to, and then assigns each roll to a chart of their choice from the available options. Under no circumstances can you have the same Distinguishing Feature more than once.

Colors

Either choose or roll twice on the following Colors chart to determine the primary and secondary color for your Evangelion.

Roll	Effect	Roll	Effect (Cont.)
01-02	Dull White	51-52	Desert Camouflage
03-04	Bright Purple	53-54	Turquoise
05-06	Dark Grey	55-56	Sky Blue
07-08	Orange	57-58	Dark Purple
09-10	Forest Camouflage	59-60	Pink
11-12	Neon Green	61-62	Dark Orange
13-14	Blue	63-64	Blood Red
15-16	Dark Brown	65-66	Forest Green
17-18	Silver	67-68	Grey
19-20	Neon Pink	69-70	Purple
21-22	Brass	71-72	White
23-24	Black	73-74	Bright Red
25-26	Bright Yellow	75-76	Dark Yellow
27-28	Neon Blue	77-78	Dark Red
29-30	Violet	79-80	Green
31-32	Tan	81-82	Bronze
33-34	Glossy Black	83-84	Urban Camouflage
35-36	Light Brown	85-86	Bright Orange
37-38	Neon Orange	87-88	Magenta
39-40	Light Grey	89-90	Yellow
41-42	Bright Green	91-92	Dark Blue
43-44	Neon Red	93-94	Bright White
45-46	Bright Blue	95-96	Red
47-48	Neon Yellow	97-98	Dark Green
49-50	Brown	99-00	Gold

Distinguishing Features Charts

History

History Features represent extraordinary aspects of the Evangelion's past, such as the mysterious origins of the Eva, or things that might have happened while it was build built or tested. Each History Feature contains both a positive and negative attribute.

Roll	Name	Effect
01-05	REDACTED	*Your Eva's history has been systematically erased. Despite being an older model, there is not one file, document, or reference on it before it was transferred to your posting. Weird. No effect.*
06-15	Field Testing	*This Evangelion has been selected to give crucial testing to experimental prototype weapons. Choose one technology not otherwise available in your campaign. This Eva may purchase weapons of that Technology for 1 Requisition more than its listed price. If this Technology ever becomes available in the campaign, the Eva may purchase these weapons for 1 less Requisition instead (minimum of 1).The Eva generates 1 fewer Nerv Resources every battle, regardless of if it makes use of these prototypes.*
16-25	Resurrected	*During initial testing, there was a cataclysmic core failure that nearly destroyed the Eva entirely. Its fractured nature provides a unique buffer in the feedback response, reducing your SR by 5 while you are its pilot but increasing your Strain Threshold by 1*
26-35	Outside Funding	*Your Evangelion was paid for by some other group, be it a corporation or a country or some less public organization. This organization outfits your Evangelion well, but is stingy with its support to Nerv. You gain 1 Requisition, but only generate 2 Nerv Resources each battle.*
36-45	Angelic Core	*Something about your Eva's core is in tune with the Angels you fight, and this insight spills over into your head during contact with the enemy. Once per combat, you can roll a test you make against an Angel twice and take the better result. However, this attunement goes both ways; once per combat, the angel can use the same ability on any test it makes against you.*
46-55	Echo	*They say that this Eva had another pilot before you, a test pilot who died in the plug somehow. You certainly feel like there is someone else in there with you, sometimes. Voices. Flashes of memories that are not yours. You begin play with a +5 SR, but whenever your Synch Ratio changes enough to shift your row on the table during a battle, you gain 1 Stress.*
56-65	Relentless	*The Eva has a particular hatred for the enemy that drives it to fight beyond its means. Nerv is at a loss to explain this incredible behavior. If you have three rounds of power or less and you make an attack action against an Angel, you do not use up a round of power. However, you have 1 fewer rounds of battery time overall.*
66-75	Excavated	*Rumor has it that, crazy as it sounds, some parts of your Eva were dug out of the ground rather than built. But that's just nonsense, right? +1 Armor, -5 Reflexes.*
76-85	Science Project	*Your Eva's core was originally intended for research purposes, not actual combat use. You gain 3 AT Potential each turn instead of 2, but start with 1 Less Armor and 1 less Toughness.*
86-95	Mismanaged	*Due to UN meddling and a mountain of erroneous paperwork, your Evangelion was never given the budget for more sophisticated weapon technologies. Despite this setback, the extra money and time has allowed your crew to perfect what weapons they did have access to. General Technology weapons you requisition gain Proven (3), but all other technologies have their Requisition cost increased by 1.*
96-00	Destined to Meet	*This Eva seems strangely suited to you. Pick one other History and keep it.*

Experimental

Experimental Features represent cutting edge technologies tested in the design of the Eva, usually ones that are either so recent that it was too late to apply them to the other units, or represent dead ends in production that were never replicated in later projects. Each Experimental Feature contains both a positive and negative attribute.

Roll	Name	Effect
01-08	Back to the Drawing Board	*Whatever they tried to do, it didn't work. Despite the amazing claims in your documentation, the Eva doesn't perform any better or any worse than normal.*
09-16	Bonded	*Your Evangelion has been adjusted to respond to you via a psychic link to the unit. No other pilot can operate your Evangelion and your close connection grants you +5 SR, but the first time your Eva suffers a Critical Hit in a battle you gain 1 Fatigue from sympathetic pain in addition to any other effects.*
17-23	Armor Lattice	*The Eva's armor is honeycombed with structural supports and crumple zones, capable of taking an impressive amount of damage, but leaving the Eva more vulnerable than ever afterwards. Each battle, you may reduce a single Hit Effect roll against you by 1d6, but take twice the reduction as Soft Damage afterwards.*
24-31	Unstable Circuits	*An attempt to improve the Synchronization circuits that ended in mixed results, it would be too expensive to replace them all now. At the start of battle, roll 2d6. If the total is even, increase your Synch Ratio by that amount for this battle. On an odd number, decrease your Synch Ratio by that amount this battle instead.*
32-38	Explosive Escape	*An extreme solution to an understandable problem, engineers were tasked with finding a catch-all solution to the tendency of the delicate entry plug system to jam during battle. This entry plug is designed to bore its way out regardless of what might be in its path using a powerful explosive charge. The pilot may, on their turn, decide to eject from their Eva without need for a Nerv Resources ability and taking no action. However, the pilot gains 1 Injury in the process.*
39-46	Precarious Design	*The Eva is equipped with a complex system of shock absorbers, reactive charges, and cooling systems designed to keep the Eva operating even under extreme damage. Unfortunately, if overwhelmed this same system can backfire terribly. The Eva's Toughness increases by 2, but any Critical Hit against this Eva is treated as having the Explosive quality. Glancing Hits are unaffected.*
47-54	Psychoactive Frame	*This Eva's is designed with a unique support system, using the AT Field itself to strengthen the materials of the Eva. The Eva gains +1 Armor, and +1 Toughness, but it always treats its ATS as one less than normal for the purposes of minimum ATS on AT Powers.*
55-61	Edged Armor	*The Evangelion's armor plating has been altered to include several spikes or bladed fins to assist in close quarters combat, however this design is cumbersome and awkward. The Evangelion has -5 Reflexes, but is always considered to be armed with a Combat Knife that cannot be disarmed or destroyed.*
62-68	Limiter Release	*The Eva is designed to operate at unsafe capacity in short bursts. The player may choose to use one extra Stamina on their turn (and only on their turn) even if no Stamina would normally be available to them, but gain 1 Fatigue and are Staggered on the following turn.*
69-76	X19 Organ	*Experiments in the Eva's biology have yet to produce a functional S2 power source, but some of them do have their uses. The X19 Organ increases the Eva's Strength by 1, but the Eva's maximum AT Potential is reduced by 1.*
77-84	Field Disruptor	*The Evangelion is outfitted with exotic particle generators, flushing the area around it and weakening nearby AT Fields. The Eva's Neutralization range increases from 1 to 2, but this spreads the field thin. -5 SR.*
85-91	Multipylon	*The Evangelion is weighed down by a single, wide structure across its shoulders. The Eva has 3 Wing Dock slots instead of the normal 2, but has a -10 Reflexes.*
92-00	Work Order	*Make a formal request to the engineering team. Pick one other Experimental and keep it.*

Construction

Construction Features represent special hardware intentionally added to the Evangelion, either to specialize it for a role or under the decision of the engineers that built it. Construction Features are entirely positive.

Roll	Name	Effect
01-07	Comms Array	*The Eva is outfitted with advanced broadcasting equipment, and generates an additional Nerv Resources at the start of every battle.*
08-14	Auto-Balancer	*The Eva has an advanced system designed to keep it balanced and upright. The pilot gains a +10 to all Finesse Tests in the Eva.*
15-21	Heavy Armor	*The armor on this Evangelion may not be any stronger, but there sure is a lot of it. Increase the Evangelion's Armor by 1.*
22-28	Extra Battery	*The Evangelion replaces some of its internal organs with extra batteries, increasing its operation time by 1 round.*
29-35	Sleek	*This Eva was built with fluid motion and flexibility in mind. The Eva begins play with +5 Reflexes.*
36-42	Blast Shield	*One arm of the player's choice has a large protective shield on its upper arm, making it more durable. The Eva starts with the 'Ablative Shield' upgrade.*
43-49	Prehensile Port	*The plug for the Eva's umbilical is on a motorized swivel, designed to move the umbilical out of the way of enemy attacks as best it can. The first time in a session where the Eva's Umbilical would be destroyed, it is not.*
50-56	Reinforced Joints	*The Magi predict a 99.99% chance that an Evangelion will lose a limb within its first two sorties. This retrofit lowers that chance to a much more respectable 90%. Begin play with the Reinforced Joints upgrade.*
57-63	Onboard Medical	*Once per session, the pilot of this Evangelion may use Remote Care on himself with no required purchase of it using Nerv Resources. It may not be used on or by anyone else, though it requires no Action to use.*
64-70	Advanced HUD	*The Entry plug setup of this Eva is unique, assisting with weapon targeting. The player gains a +3 Miscellaneous bonus to Eva Firearms.*
71-77	Well Equipped	*This Eva is provisioned by a sponsor, or perhaps just another Nerv Base with a better R&D budget. The Eva starts with the Advanced Equipment upgrade.*
78-84	Eject Button	*Built with safety of the pilot in mind, this Eva can be left with the press of a button. The Eva starts with the Escape Plan upgrade.*
85-91	Markerlight	*This Eva has come with some optional equipment for the wing pylons for free. How thoughtful. The Eva starts with the Wing Loadout(Markerlight) upgrade.*
92-00	Self-Destruct	*The Player may, as a 1 Stamina action, set their Evangelion to explode. This can be set on a timer between 1 and 5 Intervals, or triggered immediately. When the Eva explodes, it deals 10 Soft Damage, followed by a Critical Hit to a single random body location, to everything Engaged with it. The Eva is then Defeated, may not Berserk for the rest of the session, and if the Pilot has not already successfully ejected they must Defy Fate or suffer Critical Injury.*

Mutation

Mutation Features represent organic quirks of the Evangelion, either naturally emergent or intentionally provoked, that work to the Eva's benefit. Mutation Features are entirely positive.

Roll	Name	Effect
01-07	Necrotic	*The Evangelion's flesh looks and smells like something dead. The Eva gains +2 Toughness.*
08-14	Giant	*The Evangelion beneath the armor is a powerful beast, noticeably stockier than a normal Eva. The Eva gains +1 Strength.*
15-21	Runt	*Smaller and sleeker than other Evas, this Eva is easily missed. Literally. The Eva gains a +5 Bonus to Guard against Eva Firearms attacks.*
22-28	Extremophile	*The Eva is naturally adapted to very deadly environments. It takes no penalties from water pressure, takes half damage from being On Fire, and can survive in Space unharmed.*
29-35	Cold-Blooded	*The Evangelion's ice-cold skin soaks up heat like a sponge. The Evangelion's Armor is treated as 1 higher against Energy attacks. This does not stack with extra Armor from Armor Plating (Specialized).*
36-42	Unrestrained Jaw	*The Evangelion's face is split by a toothy maw, should the pilot care to use it. The Evangelion begins play with Natural Weapon(Bite).*
43-49	Acid Blood	*What flows through this Eva's veins is highly caustic. The first time this Eva suffers a Critical Hit from a melee attack, it automatically deals 2d6 Soft Damage to the enemy that harmed it.*
50-56	Iron Ribcage	*The chest of the Eva is hard to break open, providing an uncommon level of protection. Once per battle, you can reduce any Hit Effect made against the Eva's body by 2.*
57-63	Regeneration	*This Eva heals faster than normal, sometimes fast enough to see it happen. Once per battle, choose and remove a single Hit Effect plaguing your Eva that applies to a non-destroyed body location.*
64-70	Predatory	*The Evas is especially dangerous up close, a true monster. The player gains a +3 Miscellaneous bonus to Eva Martial.*
71-77	Hard to Kill	*Whether due to iron-hard skin or unnaturally good luck, this Eva takes a lot of punishment. The Eva starts with an instance of the Redundant Organs upgrade.*
78-84	Angel Hunter	*The Eva is a slayer of Angels, tearing through AT Fields with ease. Any weapon the Eva wields gains the Breach (1) property, if it didn't have it already.*
85-91	Long Stride	*The Evangelion is a powerful running machine, and moves up to 1 Sector further on a Run Action.*
92-00	Inhuman Leap	*The Eva may test the Jump skill to ignore a piece of terrain that would hinder it during any turn where it takes the Move or Run action,or to ignore the Flier trait of an enemy until end of turn. Additionally, the Evangelion takes half damage from falling.*

Cosmetic

Cosmetic Features serve to add character to the Evangelion, but aside from making it look cool have no impact on its function. Cosmetic Features never include mechanics.

Roll	Name	Effect
01-04	Cranial Horn	*The Eva has a single horn protruding from its forehead.*
05-08	Monoeye	*The Eva has a single, clearly artificial, sensory apparatus in place of its eyes.*
09-12	Clawed Fingers	*The Eva's fingers end in what look like wicked claws.*
13-16	Hunched Posture	*The Eva is always slouching, as if carrying a great weight.*
17-20	Vertical Eyes	*The eyes of the Eva run vertical rather than horizontal.*
21-24	Extra Eyes	*The Eva has between 3 and 6 eyes.*
25-28	Ornament	*The Eva has a useless, but aesthetically pleasing, artifact attached to its face or chest.*
29-32	Patriotic	*The Eva has one or more symbols of the country which made it plastered on its body.*
33-36	Glowing Eyes	*The Eva's eyes glow with an unhealthy color when active.*
37-40	Spinal Fins	*The Eva has a series of metal protrusions that jut out from the back.*
41-44	Tail	*The Eva has a short, useless tail of some kind.*
45-48	Twitch	*Sometimes, even when offline, the Eva's fingers move slightly.*
49-52	Bulldog	*The Eva has wider than normal shoulders, giving it a brutish appearance.*
53-56	Rainbow	*Roll an additional secondary color.*
57-60	Horns	*The Eva has noticeable, bony protrusions on its head.*
61-64	Webbed Fingers	*There is a thin, durable membrane between the fingers of the Eva's hands.*
65-68	Rusty	*The armor of the Eva, while plenty functional, seems old and rusty.*
69-72	Vent	*The Eva has a tendency to vent small gusts of steam or smoke.*
73-76	Venus	*The Eva has wider than normal hips, giving it a feminine appearance.*
77-80	Blindsight	*The Eva has no discernible eyes of any kind.*
81-84	Exposed Eyes	*The Eva's eyes are exposed and lidless, the eyeball plainly visible and bloodshot.*
85-88	Segmented Armor	*The Eva's armor has large gaps in it, exposing the tough flesh beneath.*
89-92	Mucus	*The Evangelion tends to drip an unidentified substance from beneath its armor.*
93-96	Luminescent Blood	*The Eva's blood softly glows the same color as its Secondary Color.*
97-00	Gangly	*The Eva's limbs are disproportionately long for its frame.*

Assault Type

A competing project to the Production Type, the Assault Type Evangelion is a landmark in Evangelion Biotechnology. Its skeletal frame is more durable, and its muscles are both denser and capable of exerting more force with less internal wear and tear. Visually, the Evangelion has a distinctively stocky build, a side effect of some additional internal organs designed to act as support for some of the Eva's critical systems. While originally designed as a prototype for next generation Evangelions, Nerv went with the more elegant Production Type instead. Even so, the Assault Type Evangelion functions as a frontline brawler without peer, even if it lacks the speed and versatility of the Production line.

Eva Martial	Eva Firearms	Strength	Toughness	Armor	Reflexes
70	50	4	6	4	30

Starting Upgrades: Requisition, Wing Loadout (Storage)

Distinguishing Features: Mutation, Cosmetic, Mutation OR History

Name	Freq	Cost	Prerequisites	Effect
Biotesting	1	20 xp	300 xp	*The Eva gains a chosen biological bonus.*
Unshackled	1	20 xp	200 xp	*Gain bonuses based on damage taken.*
Iron Grip	1	10 xp	---	*Gain a bonus on specific Grapple tests.*
Natural Weapon	1	10 xp	---	*The Evangelion gains a feral attack.*
Predator	1	10 xp	Assault Type, 300 xp	*Gain +5 Eva Martial.*
Redundant Organs	3	10 xp	---	*Reduce a Hit Effect against you by 1.*
Requisition	1	20 xp	---	*The Evangelion gains +1 Requisition.*
Requisition	2	20 xp	200 xp	*The Evangelion gains +1 Requisition.*
Requisition	1	20 xp	600 xp	*The Evangelion gains +1 Requisition.*
Shed Equipment	1	20 xp	Unshackled, 400 xp	*End a Hit Effect early at the cost of armor.*
Rip and Tear	1	30 xp	400 xp	*Spend 1 Luck to improve a melee Critical Hit.*
Strong Field	1	30 xp	200 xp	*The Evangelion gains +1 AT Potential.*
Wing Loadout (Assault Mount)	2	20 xp	---	*Carry non-heavy weapon in a Wing.*
Wing Loadout (Battery Mk 1)	1	10 xp	---	*Use a Wing for +1 round of operation time.*
Wing Loadout (Battery Mk 2)	1	20 xp	Wing Loadout (Battery Mk 1)	*Use a Wing for +2 rounds of operation time.*
Wing Loadout (Storage)	1	10 xp	---	*Carry a small object in a Wing.*

Production Type

The Production Type Evangelion was designed to be the go-to Evangelion model for years to come. Recognizing that the Angels often deal more punishment than even the best armor and biology can handle, its defensive strategy was focused less on taking blows and more on avoiding them in the first place. The Production Type combines impressive speed and offense into a powerful quick-strike unit, though if it ever suffers the full brunt of an enemy attack it would be in trouble.

Eva Martial	Eva Firearms	Strength	Toughness	Armor	Reflexes
65	65	3	5	3	40

Starting Upgrades: Wing Loadout (Storage), Requisition [twice]

Distinguishing Features: Cosmetic, Construction

Name	Freq	Cost	Prerequisites	Effect
Advanced Equipment	1	20 xp	---	*Improve your Starting Equipment.*
Improved Software	1	20 xp	300 xp	*The Eva gains a chosen efficiency bonus.*
Armor Plating(Specialized)	1	20 xp	400 xp	*Specialize Armor against a type of Damage.*
Excellent Coordination	1	20 xp	---	*Spend luck to boost Finesse and Sports.*
Optimized Evasion	1	20 xp	100 xp	*Roll a Reflexes test twice and take the best.*
Hit and Run	1	40 xp	Production Type	*Get a bonus to attack after you move in a turn.*
Redundant Organs	1	20 xp	---	*Reduce a Hit Effect against you by 1.*
Faster	1	10 xp	---	*Counts as the Boost Reflexes talent, for +5 Reflexes.*
Requisition	1	20 xp	---	*The Evangelion gains +1 Requisition.*
Requisition	1	20 xp	200 xp	*The Evangelion gains +1 Requisition.*
Requisition	2	20 xp	500 xp	*The Evangelion gains +1 Requisition.*
Dynamic Balancers	1	40 xp	400 xp	*Gain multiple uses of Guard from 1 Stamina.*
High Mobility	1	30 xp	400 xp	*Move an additional Sector on a Move action.*
Wing Loadout (Assault Mount)	1	20 xp	---	*Carry non-heavy weapon in a Wing.*
Wing Loadout (Battery Mk 1)	1	10 xp	---	*Use a Wing for +1 round of operation time.*
Wing Loadout (Battery Mk 2)	1	10 xp	Wing Loadout (Battery Mk 1)	*Use a Wing for +2 rounds of operation time.*
Wing Loadout (Integrated Weapon)	1	20 xp	---	*Turn a Wing into a single-shot weapon.*
Wing Loadout (Markerlight)	1	10 xp	---	*Mount a Markerlight in a Wing for aim assist.*
Wing Loadout (Storage)	1	10 xp	---	*Carry a small object in a Wing.*

Prototype

Project E had an ambitious aim: the creation of a weapon using the very enemy mankind was threatened by as a template. There were many failures, some worse than others, along the way before the project produced its first demonstrable proof of concept: a working Evangelion Prototype. The first prototypes were functional, and built to be tough, but lacked many of the design innovations that would define later generations of Evangelion.

Eva Martial	Eva Firearms	Strength	Toughness	Armor	Reflexes
60	60	3	8	4	30

Starting Upgrades: Wingless, Requisition, Optimization

Distinguishing Features: Cosmetic, History, Construction OR Mutation

Name	Freq	Cost	Prerequisites	Effect
Ablative Absorbers	1	20 xp	Special* or 400 xp	Ignore damage from the first fall or area attack in a battle.
Ablative Heavy Shield	1	20 xp	400 xp	Use a massive shield as mobile cover.
Armor Enhancement	1	10 xp	300 xp	The Evangelion gains +1 Armor.
Armor Plating(Specialized)	1	20 xp	Special* or 300 xp	Specialize Armor against a type of Damage.
Armor Plating(Reactive)	1	20 xp	300 xp	Ignore the first Critical Hit against you in a battle.
Biotesting	1	20 xp	300 xp	The Eva gains a chosen biological bonus.
Construct Wings	1	10 xp	Special* or 100 xp	Gain the ability to use Wing loadouts.
Eject Limb	1	20 xp	---	Remove your own limb for protection.
Escape Plan	1	20 xp	---	Always have the option to eject your Plug
Redundant Organs	2	10 xp	---	Reduce a Hit Effect against you by 1.
Requisition	1	20 xp	100 xp	The Evangelion gains +1 Requisition.
Requisition	1	20 xp	200 xp	The Evangelion gains +1 Requisition.
Requisition	1	20 xp	600 xp	The Evangelion gains +1 Requisition.
Reinforced Joints	1	20 xp	---	Make your limbs more resistant to harm.
Stepping Stone	1	10 xp	Special*	Gain equipment from another Eva Type.
Wing Loadout (Assault Mount)	1	20 xp	Construct Wings	Carry non-heavy weapon in a Wing.
Wing Loadout (Battery Mk 1)	2	10 xp	Construct Wings	Use a Wing for +1 round of operation time.
Wing Loadout (Battery Mk 2)	2	20 xp	Wing Loadout (Battery Mk 1)	Use a Wing for +2 rounds of operation time.
Wing Loadout (Markerlight)	1	20 xp	Construct Wings	Mount a Markerlight in a Wing for aim assist.
Wing Loadout (Integrated Weapon (Smoke Launcher))	1	20 xp	Construct Wings	Carry a Smoke Grenade launcher in a Wing.
Wing Loadout (Storage)	2	10 xp	Construct Wings	Carry a small object in a Wing.

Special* - This Evangelion has been rendered Defeated by an enemy at least one time.

Provisional Unit

The core of an Evangelion is notorious expensive to produce, and there is a lot of pressure from above to find a use for even failed cores. Provisional Units are a costly, but fairly effective, way to make truly deficient cores useful in the field. Such cores produce below average AT Fields, and cannot support or control a fully grown Evangelion body, but they do function. The solution, then, was to find a way to make half an Evangelion useful. By grafting an Evangelion Torso to a more artificial frame and providing a mechanical means of transportation, a Provisional Unit may be deployed and expected to perform roughly on par with a normal Evangelion.

Eva Martial	Eva Firearms	Strength	Toughness	Armor	Reflexes
63	63	4	5	4	30

Starting Upgrades: Weak field, Prosthetic Body, Eject Limb, Heavy Chassis, Requisition
Distinguishing Features: Cosmetic, Construction, Experimental OR History

Name	Freq	Cost	Prerequisites	Effect
Ablative Shield	1	20 xp	Armor Enhancement	*Ignore the first attack to a specific arm.*
Anchors	1	20 xp	Prosthetic Body	*Fire grappling hooks to root yourself to a target or place.*
Armor Enhancement	1	10 xp	300 xp	*The Evangelion gains +1 Armor.*
Armor Plating(Specialized)	1	20 xp	400 xp	*Specialize Armor against a type of Damage.*
Autoloader	1	20 xp	Wing Loadout (Integrated Weapon)	*Your Integrated Weapons can be used multiple times per session.*
Heavy Chassis	1	20 xp	Armor Enhancement	*Specialize in superheavy weapon use.*
Improved Software	1	20 xp	500 xp	*The Eva gains a chosen efficiency bonus.*
Faster	1	10 xp	---	*Counts as the Boost Reflexes talent, for +5 Reflexes.*
Redundant Organs	1	20 xp	---	*Reduce a Hit Effect against you by 1.*
Requisition	2	20 xp	---	*The Evangelion gains +1 Requisition.*
Requisition	1	20 xp	200 xp	*The Evangelion gains +1 Requisition.*
Requisition	2	20 xp	600 xp	*The Evangelion gains +1 Requisition.*
Thruster	1	20 xp	Prosthetic Body	*Propel yourself with a powerful rocket.*
Wing Loadout (Battery Mk 1)	1	10 xp	---	*Use a Wing for +1 round of operation time.*
Wing Loadout (Battery Mk 2)	1	10 xp	Wing Loadout (Battery Mk 1)	*Use a Wing for +2 rounds of operation time.*
Wing Loadout (Battery Mk 3)	1	10 xp	Wing Loadout (Battery Mk 2)	*Use a Wing for +3 rounds of operation time.*
Wing Loadout (Integrated Weapon)	2	20 xp	--	*Convert a Wing into a weapons platform.*
Wing Loadout (Markerlight)	1	10 xp	---	*Mount a Markerlight in a Wing for aim assist.*
Wing Loadout (Storage)	1	20 xp	---	*Carry a small object in a Wing.*

Reactor Unit

Evangelions, with their internal battery, have an inherently limited operation time, and can only be deployed effectively where Umbilicals can support them. The experimental Reactor Unit was made as a solution to that problem, supplementing the internal batteries with a large reactor mounted on the body to provide power on the spot. However, said reactor is dangerously exposed, and creates as many problems as it solves, leading to Nerv ultimately declining to mass produce this power system for all Evangelions.

Eva Martial	Eva Firearms	Strength	Toughness	Armor	Reflexes
60	60	3	6	5	30

Starting Upgrades: Reactor, Requisition, Optimization

Distinguishing Features: Cosmetic, Construction, Experimental

Name	Freq	Cost	Prerequisites	Effect
Armor Plating(Specialized)	1	20 xp	Armor Enhancement	*Specialize Armor against a type of Damage.*
Coolant Vent	1	10 xp	Reactor Unit	*Spend rounds of Power to put out fires.*
Fail-safe	1	20 xp	Reactor Unit, 200 xp	*Shut down reactor to avoid an explosion.*
Heat Sinks	3	10 xp	Reactor Unit	*Gain additional Rounds of Power.*
High Voltage	1	20 xp	Power Link, 300 xp	*Deal extra damage with Energy weapons.*
Overcharge	1	20xp	Variable Link, High Voltage	*Apply High Voltage to Sonic, Graviton and Gauss weapons.*
Power Link	1	20 xp	Reactor Unit	*Spend power to provide ammo to Energy weapons.*
Quick Charge	1	20 xp	Power Link, 400 xp	*Spend power to ignore recharge time.*
Redundant Organs	2	20 xp	---	*Reduce a Hit Effect against you by 1.*
Requisition	1	20 xp	---	*The Evangelion gains +1 Requisition.*
Requisition	1	20 xp	200 xp	*The Evangelion gains +1 Requisition.*
Requisition	2	20 xp	400 xp	*The Evangelion gains +1 Requisition.*
Self-Destruct	1	20 xp	Reactor Unit, 400 xp	*Sacrifice yourself in a devastating explosion.*
Variable Link	1	20 xp	Power Link	*Use Power Link on Sonic and Graviton weapons.*
Wing Loadout(Buddy System)	2	20 xp	Power Link, 200 xp	*Store an umbilical cable in your Wing.*
Wing Loadout (Integrated Weapon)	1	20 xp	--	*Convert a Wing into a weapons platform.*
Wing Loadout (Storage)	2	20 xp	--	*Carry a small object in a Wing.*

Sniper Type

The Sniper Type Evangelion as we know it came to exist due to two simultaneous events. The first was the design of an experimental ranged weapons enhancement platform, which represented a move by Nerv into specialization of specific Evangelions into narrower fields in return for increased performance. The second was a growing need to find a use for below-par Evangelion parts that had begun to accumulate due to normal errors in design, construction, and experimental growing techniques. By creating an Evangelion unit specifically dedicated to fighting from a distance, it was argued that lower quality biological materials could afford to be used.

Eva Martial	Eva Firearms	Strength	Toughness	Armor	Reflexes
50	70	2	4	3	40

Starting Upgrades: Wing Loadout(Gunframe), Requisition [twice]

Distinguishing Features: Cosmetic, Construction, Construction OR Experimental

Name	Freq	Cost	Prerequisites	Effect
Autotarget	1	20 xp	Wing Loadout(Gunframe), Target Lock	*Use the weapon in the Gunframe on the move and on attacks of opportunity.*
Double Barreled	1	20 xp	Wing Loadout(Gunframe), 400 xp	*Reroll a single part of your Gunframe attack.*
Frame Module	1	40 xp	Wing Loadout(Gunframe), 300 xp	*Upgrade an aspect of any weapon in your Gunframe.*
Redundant Organs	1	20 xp	---	*Reduce a Hit Effect against you by 1.*
Requisition	2	20 xp	---	*The Evangelion gains +1 Requisition.*
Requisition	2	20 xp	200 xp	*The Evangelion gains +1 Requisition.*
Requisition	2	20 xp	600 xp	*The Evangelion gains +1 Requisition.*
Shot Correction	1	20 xp	Double Barreled, Target Lock, 900 xp	*Double Barreled now can apply to the Hit effect roll of a Glancing Hit.*
Superheavy Support	1	20 xp	600 xp	*The Gunframe can now carry a Heavy weapon in a single hand.*
Target Lock	1	20 xp		*Spend Luck to gain a +20 bonus to hit.*
Wing Loadout (Battery Mk 1)	1	20 xp	---	*Use a Wing for +1 round of operation time.*
Wing Loadout (Battery Mk 2)	1	20 xp	Wing Loadout (Battery Mk 1)	*Use a Wing for +2 rounds of operation time.*
Wing Loadout (Integrated Weapon)	1	30 xp	---	*Turn a Wing into a single-shot weapon.*
Wing Loadout (Markerlight)	1	10 xp	---	*Mount a Markerlight in a Wing for aim assist.*
Wing Loadout (Storage)	1	20 xp	---	*Carry a small object in a Wing.*

Test Type

The Test Type Evangelion represents the next step after the prototype. With the basics of Evangelion construction and operation proven, the Test Type introduced more generalized systems, and attempted to increase functionality on all fronts to create a general-purpose fighting machine.

Eva Martial	Eva Firearms	Strength	Toughness	Armor	Reflexes
63	63	3	5	4	30

Starting Upgrades: Wing Loadout (Storage), Requisition, Stepping Stone

Distinguishing Features: Cosmetic, History, Mutation or Construction

Name	Freq	Cost	Prerequisites	Effect
Armor Plating(Specialized)	1	30 xp	---	*Specialize Armor against a type of Damage.*
Armor Plating(Specialized)	1	30 xp	500 xp	*Specialize Armor against a type of Damage.*
Biotesting	1	20 xp	300 xp	*The Eva gains a chosen biological bonus.*
Redundant Organs	2	20 xp	---	*Reduce a Hit Effect against you by 1.*
Natural Weapon	1	20 xp	Biotesting	*The Evangelion gains a feral attack.*
Requisition	1	20 xp	100 xp	*The Evangelion gains +1 Requisition.*
Requisition	1	20 xp	200 xp	*The Evangelion gains +1 Requisition.*
Requisition	1	20 xp	400 xp	*The Evangelion gains +1 Requisition.*
Stepping Stone	1	20 xp	300 xp	*Gain equipment from another Eva Type.*
Stepping Stone	1	20 xp	700 xp	*Gain equipment from another Eva Type.*
Faster	1	10 xp	---	*Counts as the Boost Reflexes talent, for +5 Reflexes.*
Optimization	1	10 xp	200 xp	*Optimize the Eva for either melee or ranged.*
Strong Field	1	30 xp	200 xp	*The Evangelion gains +1 AT Potential.*
Weapon Testing	1	10 xp	---	*Gain special access to a prototype weapon.*
Wing Loadout (Battery Mk 1)	1	20 xp	---	*Use a Wing for +1 round of operation time.*
Wing Loadout (Battery Mk 2)	1	20 xp	Wing Loadout (Battery Mk 1)	*Use a Wing for +2 rounds of operation time.*
Wing Loadout (Integrated Weapon)	1	20 xp	--	*Convert a Wing into a weapons platform.*
Wing Loadout (Markerlight)	1	20 xp	---	*Mount a Markerlight in a Wing for aim assist.*
Wing Loadout (Storage)	1	10 xp	---	*Carry a small object in a Wing.*

* see the talent description for details

Upgrades

Ablative Absorbers

Effect: The Evangelion is outfitted with a complex but fragile system of shock absorbers, high energy capacitors and ablative structural supports. This system may absorb and negate the damage from any one area effect or instance of falling damage, no matter how much damage that attack would have done. It always absorbs the first possible attack that overcomes the Eva's Armor, and afterward is rendered useless until it can be repaired and vital parts replaced.

Ablative Shield

Effect: The Evangelion is granted an advanced armor plate of ablative armor, grafted to their arm. This shield may absorb and negate the damage from any one non-area of effect attack to the arm on which it is attached, no matter how much damage that attack would have done. It always absorbs the first possible attack (any attack that hits that specific arm, is not negated by Guard, and would deal damage after Armor has been taken into account), and afterward is rendered useless until it can be repaired and vital parts replaced.

The ablative shield only protects a single arm, and does not take up a hand. However, that hand may not hold a Shield (even an Ablative Heavy Shield) due to the bulk.

Ablative Heavy Shield

Equipment, Action (1 Stamina)

Effect: The Evangelion acquires a massive protective shield. Large enough for the entire Evangelion to crouch behind, it is far too massive for any Evangelion to Guard with (and thus does not apply for the purpose of the Phalanx branch and its associated talents).

The pilot treats this Ablative Heavy Shield as if it were a unique piece of equipment available only to them, one which costs 0 Requisition to deploy with or to retrieve from a supply cache. It requires one arm to hold like any other weapon, and may be dropped.

For as long as the Ablative Heavy Shield is held, the Eva is treated as if it had +1 Armor, and is immune to the Anti-Armor and Armor Piercing properties. However, if the Eva is subject to an enemy attack that rolls maximum damage, after that attack resolves the Ablative Heavy Shield is destroyed and its effects are lost. The shield may not be replaced until the next battle.

Advanced Equipment

Effect: This Evangelion has been selected to field test new, production prototype versions of Evangelion weapons.

This Eva gains 2 extra Requisition which they may only spend on Weapon Upgrades.

Anchors

Effect: To supplement the Provisional Unit's mobility and functionality, a series of small missiles carrying harpoons attached to high-tensile cable have seen installed in the Evangelion's torso. This Evangelion may now Climb, and can stand from Prone unassisted.

In addition, as a 1 Stamina reaction the Evangelion may choose to fire these Anchors at the ground or at an enemy within the same Engagement. If fired at the ground, the Evangelion is rooted in place and the next time that an effect would move the Eva against its will, that effect fails but the Anchors are broken in the process, useless for the remainder of the fight.

If fired at a specific enemy, Eva Martial must be rolled to hit. On a success, the Eva is tethered to the target. For as long as the Anchors are intact both the Eva and the target are Slowed, and the Evangelion remains in the same Engagement as the hit target even to the point of being dragged along with it if the target moves. The Eva may likewise drag the target around on their own turn, but remember that both the Eva and the Angel are still slowed.

If the Provisional Unit or the target are caught within an Area Attack of any kind, the target teleports, or the target spends a Standard Attack specifically to do so, the Anchors are destroyed and useless for the remainder of the fight. The pilot may also choose to detach the Anchors safely at no Stamina cost on their turn.

Armor Enhancement

Effect: Increases this Evangelion's Armor by 1.

Armor Plating (Reactive)

Effect: The Evangelion's Armor is layered with an explosive polymer, designed to deflect a single deadly attack. The first Critical Hit to hit this Evangelion in a session rolls no Hit Effect, but still deals damage and other effects as normal.

Special: Only one Armor Plating Structural Upgrade may be equipped by an Eva at any given time. They may be equipped or unequipped during Set Up.

Armor Plating (Specialized)

Effect: Choose a damage type (KN or EN). The Evangelion gains +1 Armor against that Damage Type, and -1 Armor against damage of the non-selected type.

Special: Only one Armor Plating Structural Upgrade may be equipped by an Eva at any given time. They may be equipped or unequipped during Set Up.

Autoloader

Effect: The integrated weapon build into your Eva's wing comes with an automated reloading mechanism, though due to space and power requirements it doesn't move very fast. Your Integrated Weapon can be used as many times as you wish, instead of just once, but after firing it may not be used again until after your next turn.

Autotarget

Effect: The Gunframe has advanced targeting assistance software, to the point that the pilot can shoot semi accurately even with very little attention. When the player uses the Move or Run Actions, the player may also make a Standard Attack with the Gunframe, but at a flat -20 penalty. This attack roll may not benefit from any bonuses.

In addition, the Gunframe may be used to make attacks of opportunity, when such attacks are prompted.

Biotesting

Effect: The Evangelion undergoes a series of experimental gene modifications, with beneficial results! Choose and gain one bonus from the following list: +1 Strength, +2 Toughness, or +5 Reflexes.

Construct Wings

Effect: The Evangelion's restraining armor is supplemented with shoulder pylons that may be used to store various equipment. The Eva gains the two wing slots normally available to Evangelions, which may now be used for Wing Loadout upgrades.

Coolant Vent

Action (1 Stamina)

Effect: The Evangelion diverts coolant and purges it, flushing the outside of its body with inert and super cooled gases. This easily puts out fires, but it is never clear how much coolant will be needed to do that job. The Player may choose to spend 1 Stamina, and 1d6 rounds of power, to remove the On Fire or Smolder conditions from itself.

Double Barreled

Effect: The Gunframe has been modified to fire two shots simultaneously. Once per round, the Eva may reroll an attack, damage, or other miscellaneous roll made with their Gunframe (such as for weapon properties like Fragile) and use either result. Hit Effects may not be rerolled. Despite the description, no extra round of ammunition is expended through the use of this Upgrade.

Dynamic Balancers

Effect: The Evangelion is equipped with a dedicated balance and control system, making the Eva able to take extreme actions without leaving itself over-extended.

When you spend Stamina to use the Guard reaction for the first time in a round, it protects against both the current attack and the next attack that would hit you between now and the start of your next turn.

Eject Limb

Action (1 Stamina)

Effect: The Evangelion is designed to jettison damaged parts when they impede the Evangelion's functions. The player may spend 1 Stamina to choose one arm or leg and immediately treat it as if it had rolled a 10 on a Kinetic Critical Hit, with the exception that the pilot gains no Stress from the resulting effect. While this does deny the Evangelion future use of that limb until repaired, this ability can be useful for removing dangerously infected areas, and additionally may be done to automatically escape from a Grapple. No ability that would negate or reduce the effective Hit Effect caused by Eject Limb may be used without causing Eject Limb to fail entirely, resulting only in the waste of 1 Stamina.

Escape Plan

Action (1 Stamina Reaction)

Effect: This Eva was built to prioritize the safe removal of the pilot in the event of a terrible malfunction, a useful feature in combat as well. Regardless of Nerv Resources selected for the fight, the pilot of this Eva may always spend 1 Stamina as a Reaction to attempt to eject themselves (but not the pilot of any other Eva) as if they were the target of the Eject Plug Nerv Resources option.

Excellent Coordination

Effect: The Evangelion's controls are finely tuned, and it responds like a dream. The player may, at any time, spend 1 Luck to gain a +20 bonus to all Finesse or Sports based Skill Tests while in this Evangelion for the rest of the session. These bonuses do not stack with any pre-existing bonus to the roll, but do stack with any penalty.

Fail-safe

Effect: The Evangelion is equipped with an emergency shutdown sequence to prevent critical explosions. If the Evangelion is ever defeated by a hit to the body (either due to normal combat or its own overheating), the Evangelion only explodes on a roll of 6.

Faster

Effect: As the Boost Reflexes talent, including for the purpose of how many time it can be taken.

Frame Module

Effect: The Gunframe has been modified with an extra component. Choose one module from the following list. From this point forward it applies to any weapon loaded into the Gunframe.

> **GF-DM:** Increase the damage of the weapon by 2.
>
> **GF-RE:** Increase the range of the weapon by 1.
>
> **GF-AS:** Double the ammunition capacity of the weapon.

Heat Sinks

Effect: The Evangelion is better equipped to handle the heating issues of its internal reactor. Every time this Upgrade is taken, increase the safe operation time of the unit by 5 rounds. This upgrade may be taken multiple times, and its effects stack.

Heavy Chassis

Effect: Between the wide base of support provided by the wheels and structural enhancements, this Eva can carry a pretty heavy loadout. When this upgrade is taken, choose either Graft or Tank. Each may only be taken once.

> **Graft:** The Evangelion modifies its forearm with a series of clamps and hard points designed to attach to a similarly prepared weapon. Before deploying, the Evangelion may choose to graft any basic ranged weapon or two handed melee weapon bolted onto an arm of their choice so that it may not be knocked away or dropped (even intentionally, this hand is replaced by the weapon for the duration of the battle). This leaves the Evangelion's other hand totally free, and ignores the normal penalties for using a two handed weapon in one 'hand'.
>
> **Tank:** The Evangelion is outfitted to carry weapons with the Mounted quality more easily. When using a Weapon with the mounted quality, this Eva still suffers the penalty to Reflexes but is not treated as being Slowed as a result of using the Mounted weapon.

High Mobility

Effect: On a Move action, this Eva may move up to 2 Sectors instead of just one.

High Voltage

Effect: The Evangelion may dump extra power into its weapons to add that extra oomph. By spending 3 Rounds of power, the Evangelion may deal an extra 3 points of damage with any attack that deals Energy damage, whether it be melee or ranged.

Hit and Run

Effect: The Evangelion may use the Engage action for 0 Stamina once per round, but only immediately before or immediately after a Standard Attack.

Improved Software

Effect: The Evangelion is used to test a unique new operating system, designed to take advantage of the high performance parts of the Eva. Choose and gain one bonus from the following list: +1 Strength, +1 Round of Power, or +10 Reflexes.

Iron Grip

Effect: Your Evangelion is designed to be strong enough to go toe to toe with an Angel. You gain a +10 bonus to Skill tests to initiate or maintain a Grapple.

Natural Weapon

Effect: The Evangelion's biology alters to unlock a primitive form of melee attack. Often a Bite or Claw, this natural weapon deals 1d6+2+Str Kinetic Damage. Natural weapons may not be lost, dropped or destroyed, and count as an Unarmed Attack whenever it would benefit them.

Optimization

Effect: The Evangelion's tactical software is optimized for one field of combat. Gain a +3 bonus to either Eva Martial or Eva Firearms. This choice, once made, cannot be changed.

Optimized Evasion

Effect: For the first time you test Reflexes in a round, roll twice and take the best result.

Overcharge

Effect: The Reactor Unit can exploit its Variable Link to apply extra power to new weapons, though such weapons are usually not designed to handle the extra voltage. The Reactor Unit may spend 3 Rounds of power to increase the damage of any Gauss, Graviton or Sonic weapon by 3, at the cost of giving the weapon the Fragile quality for this attack. If the Weapon is already Fragile, the chance for the weapon to break for this attack is increased from 10% to 50%.

Power Link

Effect: The Reactor Unit Evangelion has power to spare, and knows it. By establishing a link to any Energy based weapon it is holding, the Reactor Unit can quickly recharge the internal batteries of a weapon. Any Energy ranged weapon held by this Eva may have its clip restored to full ammunition as a 0 Stamina Reaction, but this expends rounds of the Eva's power. A Pistol requires 2 rounds of power, a Basic weapon requires 4 rounds, and a Heavy weapon requires 8 rounds of power to recharge.

Predator

Effect: The Evangelion relishes close combat, correcting mistakes of the pilot if they should interfere with its kill. The Pilot gains a +5 bonus to their Eva Martial score.

Prosthetic Body

Effect: This Evangelion has no organic parts below the waist, and instead has a mechanical locomotion system such as wheels or treads. While these serve functionally in many ways, they do have the following restrictions:

This Evangelion takes a -10 penalty to Reflexes when deployed in an underwater or similar environment.

This Evangelion may not Climb or Jump.

This Evangelion may not stand up from Prone on its own. Instead, another Evangelion must help the Provisional Unit upright as a 1 Stamina Action.

This Evangelion ignores the first instance of Hobbled that it gains in any session.

Quick Charge

Effect: The Evangelion can quickly bring a weapon back up to full power. After firing a weapon with the Cooldown or Recharge property, the player may sacrifice 5 rounds of power as a 0 Stamina Reaction to make the weapon ready for safe use on the next round.

Reactor

Effect: The Evangelion has, instead of an internal battery, a small but powerful reactor built into its body. This reactor provides more than enough power for the Evangelion, but has less than ideal cooling systems. It may provide 20 rounds of continuous power for the Evangelion before it begins to overheat. Every round of activity after that, the Evangelion suffers an Energy Critical Hit to its body. If the Evangelion is ever defeated by a hit to the body (either due to normal combat or its own overheating), in addition to all other effects roll 1d6. On a 5 or 6, the Reactor is breached and the Evangelion explodes, dealing a Critical Injury to the pilot and dealing 2d10+3 EN damage to everything else in the same Engagement.

Reactor Units lack the ability to plug in an Umbilical Cable entirely. Plugging in is not an option, and would not cool the Reactor to give the Eva additional safe rounds of power even if it was.

Redundant Organs

Effect: Your Evangelion is that little bit tougher to kill than normal. Once per session, you may lower the value of a Hit Effect rolled against you by 1. This upgrade may be taken multiple times, each extra instance of it giving you another use of this ability. These uses may be used to modify additional hits, or the same hit multiple times.

Reinforced Joints

Effect: This Evangelion has additional armor and braces to hold its patchwork body together. These braces also happen to hold on arms and legs that should by all rights have fallen apart. When this Eva receives a Hit Effect that would destroy or remove an arm or a leg, roll a 1d10. On a 9 or 10, ignore the Hit Effect.

Rip and Tear

Effect: The Evangelion is a monster in close combat. Whenever the Evangelion lands a Critical Hit on an enemy while using a Melee Attack, the player may spend 1 Luck to treat the Critical Hit effect roll as if it had rolled 1 higher (to a maximum of 10). Multiple Luck may not be spent to increase this effect.

Requisition

Effect: Gain 1 extra Requisition, which can be spent to equip your Evangelion with weapons on a per-battle basis.

Self-Destruct

Effect: The Evangelion is equipped with a last-ditch option to destroy the Angel, only to be used in the direst of emergencies. By intentionally overloading the Eva's internal reactor, and then creating a strong power spike with its AT field, the Evangelion can create an explosion of tremendous power. The explosion deals an automatic Critical Hit to every Body Location of every valid target (friend and foe alike) within the same Engagement. Obviously this Evangelion is instantly defeated in the process, but there is a chance that the pilot will eject in time to escape the explosion radius. Roll 1d10, on a 5 or higher the plug ejects safely and the pilot gets out in time. On a 4 or lower the plug fails to make it out in time for any number of reasons, and the pilot must Defy Fate for (Doom + 2) Luck or suffer 2 Critical Injuries.

Shed Equipment

Effect: Once per battle, at the start of your turn, you may choose to reduce the Armor of your Eva by 1 for the rest of the fight. If you do, choose and negate one Hit Effect that you are currently suffering from that has a duration measured in Intervals. This costs no Stamina, and is not considered an Action (you can do it even if you could otherwise take no actions).

Shot Correction

Effect: Your targeting software is optimized for the multiweapon system in your Gunframe, making even weak attack count for more. You may treat Glancing Hits, but not Critical Hits, as applicable uses of your Double Barreled reroll on an attack.

Stepping Stone

Effect: Nerv's development of the Evangelions was groundbreaking, but also full of trial and error. Not everything that was built ended up being included in the final package. Your Evangelion, as a key step in the early life of the Evangelion project, is compatible with some of this unused equipment. Whenever this Upgrade is taken choose one option from the following list and apply it to your Eva. No option can be taken more than once.

Powered Restraints: Originally developed for a much more musclebound Evangelion, this set of active restraints is actually stronger than some Evangelions are naturally, acting as a weak form of powered armor. The Eva may use its Armor value in place of its Strength if it is higher, or gains a +1 bonus to Strength otherwise.

Semi-Ablative Armor: A first attempt at the Ablative armor material that Prototypes carry into battle, this Semi-Ablative Armor can be expended once per battle to lower a single Hit Effect rolled against the Body location of your Eva by 2.

Target Finder: An assisted targeting interface scrapped from the Sniper Type Evangelion program, this visor helmet helps track targets. The Eva can take Aim Actions as Reactions.

The Claw: The first and most important step to building a Provisional Evangelion was learning to interface purely mechanical limbs into the nervous system of the Eva. A discarded robot arm from these tests is available to you as a Wing Loadout. While installed, the crude mechanical arm reduces the Stamina cost of the Assistance, Reload, and Plug In actions by 1 (to a minimum of 1 Stamina). This robot arm may also simply hold an item for you, functioning the same as an Assault Mount, but may not provide the Cost Reduction effect for as long as it is holding the item or weapon for you.

Counterweights: An early version of the dynamic balancers that would later be built into the Production Type models, these counterweights play poorly with non-evasive forms of active defense. Your Eva gains a +10 bonus to Reflexes, but only so long as you are not using a weapon with the Defensive quality.

Fuel Cell: Harkening back to the early attempts to solve the power problem that plagues Evangelions, this Fuel Cell provides ample power, but quickly overheats and must be discarded. Available as a sort of backpack to the Eva, this Fuel Cell cannot be used with Mounted weapons and provides up to 8 additional rounds of power before it overheats. Whenever the Eva suffers a Hit Effect from an Energy based attack, or an Attack would destroy an Umbilical, reduce its rounds of power by 1. The Eva cannot Plug In until the Cell is removed, a 1 Stamina Simple Action..

Strong Field

Effect: This Evangelion's AT Potential pool increases its maximum size by 1.

Superheavy Support

Effect: The Gunframe has been modified with a series of counterweights and an ingenious airflow system that not only cools internal components but generates significant downward thrust at key points along the frame, making it possible to carry a much heavier weapon.

The Gunframe may now hold either a Basic Weapon OR a Heavy Weapon, though it may have difficulty equipping weapons that require set up time, such as the Great Positron Cannon. See the descriptions for those weapons for additional information.

Target Lock

Effect: The Gunframe has on-board target assistance software. The player may spend 1 Luck to give themselves a +20 bonus to all Eva Firearms tests this round that are made against a single opponent.

Thruster

Effect: The Evangelion has been equipped with a short-burst, high energy rocket thruster, useful for propelling the Evangelion upwards a short distance. This Evangelion may now Jump, and can stand from Prone unassisted.

In addition, the Evangelion may spend a round of power during a Move action to move even if they are Slowed or Hobbled. This can be useful for crossing difficult terrain or even engaging certain low flying targets.

Unshackled

Effect: Assault Type Evangelions are some of the best Biotechnology that Nerv is capable of, boasting peak strength and durability in the organic body. In fact, much of the time the true abilities of the lifeform within are held back by extensive limiters because the man-made equipment and armor on the Evangelion cannot keep up. Left to function at its normal ability, the Eva would quickly shred its numerous restraining systems, leaving Nerv dangerously lacking in control over the Eva.

An Unshackled Eva takes advantage of the Evangelions systems being damaged to unleash more of the Evangelions natural potential in the heat of battle. As the Damage Pool of the Evangelion grows, the Eva unlocks new bonuses and abilities. All such effects are cumulative, and remain for as long as the Damage Pool is above the threshold of that effect.

Damage Pool	Unshackled Effect
0-15	No Effect
16-30	All melee attacks by this Eva gain Breach(2), or add +2 to their Breach rating if the attack already possesses the Breach quality.
31-45	Deal extra damage (or Soft Damage, as appropriate) equal to the Eva's Strength with all melee attacks.
45-60	The Evangelion gets +1 Strength until the end of the battle.
61-75	Melee Standard attacks by this Eva gain the Overwhelming quality.
76+	Hit Effects resulting from Melee attacks by this Eva are rolled at a +2 bonus.

Variable Link

Effect: The hardware interface between the Evangelion and its weapons is modified to allow connection to a greater variety of weapons. The Power Link upgrade may now be used to recharge the ammunition of new weapons that do not require physical ammunition, in addition to the Energy weapons to which is already applies. These weapons are all ranged Sonic Technology weapons, and Graviton Technology weapons with the exception of the following: The GAC Gun, the Repulsion Bomb and the Implosion Bomb. These require physical ammunition, and as such are not viable for use with this Upgrade.

Weak Field

Effect: The Evangelion begins play with a defective AT Field. The Eva's AT Potential Pool decreases its size by 1.

Weapons Testing

Effect: Development of new anti-Angel technologies is a priority for Nerv even during this stage of the conflict. At the time that this Upgrade is taken, the player must choose a single weapon that belongs to a Technology that is not yet available to the pilots and costs 2 or fewer Requisition. That player, and that player alone, may deploy with that weapon if they pay for it as normal. If this Technology ever becomes available in the campaign, the player treats their chosen weapon as a Starting Weapon if it is not already and applies one upgrade of their choice to it for free if it is.

Wingless

Effect: The Evangelion begins play with no wings, and thus no wing slots, of any kind. Nothing may be equipped or stored there. The player still begins play with any starting weapons they may be assigned based on Campaign Technologies, but must carry them into battle by hand if they intend to use them.

Wing Loadout(Assault Mount)

Effect: The Evangelion has a transformed one wing into specialized mount designed to carry a single basic sized ranged weapon, or one handed melee weapon without using its hands. The carried weapon is only stored in this mount, and must be drawn as normal to be used.
Each Wing may only have one Loadout at a time.

Wing Loadout (Battery Mk 1)

Effect: Choose one Wing of the Evangelion (left or right). An additional battery that allows the Evangelion to operate longer when separated from its umbilical has been installed. The Evangelion may operate for 1 additional round when disconnected from a power source.
Each Wing may only have one Loadout at a time.

Wing Loadout (Battery Mk 2)

Effect: Choose one Battery Mk 1 already purchased and upgrade it to a Mk 2. The Evangelion may now operate for 2 rounds longer than normal when disconnected from a power source.
Each Wing may only have one Loadout at a time.

Wing Loadout (Battery Mk 3)

Effect: Choose one Battery Mk 2 already purchased and upgrade it to a Mk 3. The Evangelion may now operate for 3 rounds longer than normal when disconnected from a power source.
Each Wing may only have one Loadout at a time.

Wing Loadout (Buddy System)

Effect: The Evangelion carrier a short umbilical cable on a spool inside one of its wing docks, hooked directly into its reactor output. The Reactor Unit may, as a 1 Stamina Action, plug in another Eva within the same Engagement. Similarly, another Eva may use the Plug In action to plug themselves in, but only if the Reactor Unit allows them to.

Once plugged in, the other Eva draws upon the Reactor Unit for power. They immediately recharge to their maximum rounds of operation time, with the Reactor Unit deducting that many rounds from its own supply. For as long as the other Eva remains plugged into the Reactor Unit, the Reactor Unit uses up an additional round of power each round to support it.

The umbilical stored in this wing dock is only 1 Sector long. If the Evas are ever further away from each other than adjacent sectors, the umbilical automatically ejects and rewinds back into the wing dock. This umbilical is subject to the same threats that would destroy any other Umbilical Cable, and if destroyed the wing dock is depleted until repaired.
Each Wing may only have one Loadout at a time.

Wing Loadout (Gunframe)

Effect: Choose one Wing of the Evangelion (left or right). It is permanently replaced with a hard point for one end of a supporting robot arm. This arm connects to and supports a heavy stock integrated into a single Basic ranged weapon of the pilot's choice. This Basic weapon may be wielded in one hand with no penalty, and may not be stolen, dropped or knocked away. However, as it is connected to the Eva's shoulder, it cannot be dropped or let go of (even intentionally) though it may be destroyed like any other weapon.

The weapon held by the Gunframe may be changed out in between missions.

Wing Loadout (Integrated Weapon)

Effect: The Evangelion configures one wing to hold a small offensive weapon of some kind. This weapon requires no hands to use, but still requires Stamina to activate (as listed in their description). When this upgrade is paid for, you receive a single Integrated Weapon from the following list. Once selected, what Integrated Weapon you have purchased cannot be changed.

Howitzer: A short barreled cannon designed for softening up targets from a distance. Once per battle, Test Eva Firearms against a single Engagement no further than 3 Sectors away from you as a 2 stamina action. On a success, deal 2d6 KN damage to everything within that Engagement.

Electrolaser: A crude energy weapon is built into the wing, designed for shearing off protective layers of the enemy's surface. Once per battle, test Eva Firearms against a specific body location of a single enemy within 2 Sectors distance as a 1 Stamina action. On a success, deal 1d10 soft damage. If the Soft Damage dealt by this attack is 10 or more, the struck body location also suffers from the Smolder Condition for 1d6 Intervals.

Shredder Missiles: A row of small missile launchers has been installed. The missiles may be fired at any target within 1 Sectors distance by testing Eva Martial, and deal a total of 1d10+4 KN damage on a hit. If the barrage strikes a target with 0 Armor, it deals an extra 4 damage. This weapon may only be used once per battle, and is fired as a 2 Stamina Action or Reaction.

Smoke Launcher: The Evangelion may, once per session, fire a volley of smoke canisters that flood the area with an acrid, dense smog. Pick one Sector within Range 2. Anything within that Sector is considered Blind for 1d6 Intervals, though they gain a +30 to Sneak and ranged attacks against them are at a -20 penalty. These affects persist only as long as the affected remain inside of that area, vanishing immediately should they leave the affected Sector. Line of sight does not pass through this smog either.

Each Wing may only have one Loadout at a time.

Wing Loadout (Markerlight)

Effect: As the weapon upgrade, which may be used as a 1 Stamina action.

Each Wing may only have one Loadout at a time.

Wing Loadout (Storage)

Effect: Choose one Wing of the Evangelion (left or right). Nerv installs a special container in that wing which can hold a spare load of ammo for any ranged weapon, or a single weapon with the Small property. What the Storage container holds is chosen at the start of the battle, when Requisition is initially spent for the fight, but anything held within the Storage container when the Eva is deployed costs no resources or Requisition beyond this Wing Loadout upgrade.

Each Wing may only have one Loadout at a time.

Chapter 7: AT Powers

Synch Ratio Effects	
Synch Ratio of 0- 11	The Evangelion cannot operate, and is considered Defeated.
Synch Ratio of 12-22	The Evangelion is Staggered every round, and has no AT Field.
	ATS 0, 0 AT Potential. Strain Threshold is equal to Physique Bonus +4.
Synch Ratio of 23-33	ATS 1, 2 AT Potential. Strain Threshold is equal to Physique Bonus +2.
Synch Ratio of 34-44	ATS 1, 3 AT Potential. Strain Threshold is equal to Physique Bonus +1.
Synch Ratio of 45-55	ATS 2, 4 AT Potential. Strain Threshold is equal to Physique Bonus.
Synch Ratio of 56-66	ATS 2, 5 AT Potential. Strain Threshold is equal to Physique Bonus.
Synch Ratio of 67-77	ATS 3, 6 AT Potential. Strain Threshold is equal to Physique Bonus -1.
Synch Ratio of 78-88	ATS 3, 7 AT Potential. Strain Threshold is equal to Physique Bonus -2.
Synch Ratio of 89-99	Complex AT Powers only lower your Potential by 1.
	ATS 3, 8 AT Potential. Strain Threshold is equal to Physique Bonus -3.
Synch Ratio of 100-120	Complex AT Powers only lower your Potential by 1. The pilot has the Oversynch(1d6) and Sympathetic conditions.
	ATS 4, 8 AT Potential. Strain Threshold is equal to Physique Bonus -4.
Synch Ratio of 121-150	Upon reaching this level of SR, you immediately gain 1 Luck (applicable once per session). Complex AT Powers only lower your Potential by 1. The pilot has the Oversynch(2d6) and Sympathetic conditions.
	ATS 6, 10 AT Potential. Strain Threshold is equal to Physique Bonus -5.
Synch Ratio of 151-200	Upon reaching this level of SR, you immediately gain 2 Luck (applicable once per session). Complex AT Powers no longer lower your Potential. The pilot has the Oversynch(3d6) and Sympathetic conditions.
	ATS 10, 15 AT Potential. Strain Threshold is equal to Physique Bonus -6.

The Mechanics

The Synch Ratio personal score represents the strength of the connection between the pilot and their Evangelion. In addition to the effects of the Synch Ratio chart, it is used for determining the Absolute Territory field Strength (ATS) of an Evangelion, as evidence by the Synch Ratio Effects chart.

Because pilots are merely using the A.T. Field of their Evangelions, for obvious reasons Pilot characters are treated as having an ATS of 0 outside of the entry plug of their Evangelions, regardless of their Synch Ratios. In short: if not inside an Evangelion, no player can use A.T. Field based powers or abilities in any way.

In addition to your ATS, your current SR also determines your maximum amount of AT Potential (often shortened to ATP or just Potential). Potential is a resource that can be used to fuel special AT based defenses, as well as increase the effectiveness of certain powers. Evangelions store Potential in a pool, which has a maximum size based on your Synch Ratio (see table).

Evangelions begin each battle with their pool of ATP already full. As AT Potential is spent, their pool drains down to zero. At the start of each turn, that player gains 2 more Potential, but cannot gain ATP if it would give them more Potential than their pool can hold. Such extra ATP is wasted.

Fluctuations in SR can result in changes to the maximum size of your AT Potential pool. An increase in pool size must still be filled at the normal refresh rate, but should your ATP pool size decrease, any Potential that no longer has room in the pool is wasted, and has no chance to be used.

There are two primary ways that AT Potential can be spent: Spread Patterns and AT Powers.

Spread Patterns

Spread Patterns are effects that are inherent to the Eva's AT Field, skills that once learned are always available at a whim. Using a Spread Pattern always costs AT Potential, but never takes an action. Spread Patterns can even be used when it is not your own turn. In fact, most of them, being defensive in nature, require it. While the descriptions of Spread Patterns often describe the effect of spending only one ATP, each one of them allows you to spend multiple ATP at the same time to increase the effect.

Multiple Spread Patterns can even be activated at the same time, so long as you have the ATP to pay for their effects individually. However doing so will quickly drain your available Potential. Similarly, the only limit to the amount of ATP you can spend on a Spread Pattern at a given time is your currently available Potential.

Name	Effect
Accelerated Territory	Increase your Reflexes or speed.
Basic Field	The standard AT Field spread pattern. Turn attack into Soft Damage.
Bunker Field	Reduce Hit Effects from Area attacks by 1 per ATP spent, minimum of 0.
Layered Field	Increase your Toughness by 2 per ATP spent.
Probability Field	Reduce Degrees of Success on enemy attacks against you by 1 per ATP spent.
Stealth Field	Hide from the enemy with increased ease at the cost of ATP.
Deflection Field	Reduce Soft Damage taken.

Accelerated Territory

Effect: The field of the Evangelion manages, through a combination of minor time dilation and a reduction of friction inside a bubble around itself, to move at previously unheard of speeds. This may be activated on your turn to increase your mobility, or in response to an attack to boost your chances of Reflexes. For each ATP spent, you increase the Reflexes score of your Evangelion by 5 until the start of your next turn (spent before the Reflexes roll is made).

In addition, the player may spend 5 ATP at once to move his Evangelion 1 additional Sector on a Run action. This use of the Spread Pattern does not boost Reflexes.

Basic Field

Effect: The most simple of the AT defenses, and one capable of shrugging off even a powerful attack, if not frequently. After damage for an attack has been rolled against you, but before Armor has been applied, you may spend 1 of your AT Potential to turn 3 of that damage into Soft Damage. If you spend enough ATP to render the entire attack as Soft Damage, no Hit Effect results. If you are unable to render the entire attack into Soft Damage, the attack resolves as normal but your ATP are not spent.

If an Area attack or other threat to your Umbilical is successfully transformed into Soft Damage, the Umbilical is not destroyed.

Bunker Field

Effect: The Eva spreads its A.T. Field as a bubble of ablative layers specifically designed to efficiently absorb damage from all sides at once, though it is hardly impervious.

For all attacks with the Area, Line, Repulsion or Implosion qualities that hit the Eva, that Eva may reduce the resulting Hit Effect roll of the attack by 1 for each ATP they spend. This ATP is spent after the Hit Effect has been rolled, but before it is applied.

If even one Potential is spent on Bunker Field in response to an Area attack, that attack does not destroy your Umbilical.

Deflection Field

Effect: The AT Field absorbs energy to reduce the strain caused by any number of indirect attacks that would weaken its structural integrity. For each ATP spent after Soft Damage is taken but before it is added to the Damage Pool, reduce the amount of Soft Damage taken from a single source by 2. This can be used in conjunction with Basic Field, but only after Basic Field has been paid for and resolved.

Layered Field

Effect: The Eva lends its AT Field to boost the strength and durability of its physical being, making flesh and steel harder to harm. While effective, against the power of the Angels this often only mitigates the damage. For each ATP spent after Armor has been applied but before it has been determined whether an attack is a Critical or Glancing Hit, treat the Eva as having a Toughness of 2 higher than normal for this attack.

Probability Field

Effect: A simple application of the AT Field, the Eva can push random chance to be more in their favor. While there are limits to what this can accomplish, in the right circumstances a little extra luck can go a long away. For each ATP spent, the Eva can reduce the number of Degrees of Success on an enemy Eva Firearms or Eva Martial test against them by 1, though they are unable to turn a successful roll into a failed one. This ATP is spent immediately after the roll in question, before any effects of that roll take place.

Stealth Field

Effect: The Eva bends space around it to an optical bubble. Electromagnetic radiation tends to skim the surface of the bubble rather than pass through it, making the Evangelion hard to see and trapping much of the energy its AT Field produces inside of the bubble.

A powerful pattern, for each ATP spent on this spread pattern you gain a +10 bonus to Sneak until the start of your next turn, to a maximum of +30. In addition, while under the effects of this pattern all Angels treat their Angelic Senses range to be 1 Range shorter in regards to detecting you and you alone.

AT Powers

AT Powers are abilities that use the AT Field which the player can activate during their turn. Activating an AT Power require some kind of action, as well as a minimum amount of ATS as a prerequisite, but does not by default cost AT Potential. Potential may, however, be spent as an additional cost on many power to increase their effectiveness.

Multiple AT Field powers may be activated in the same round, so long as actions allow, but no power may be activated twice in the same round. Similarly, no power may be activated while it is already in effect for that Eva. Offensive and Enhancement AT Powers count as Attack Actions whenever relevant, even if they require no roll to hit.

Classes of Power

Not all AT Powers are equal in nature. Some powers are easy to use, while others are powerful tricks that can only be brought to bear occasionally. Stronger AT Powers can only be used by taxing the Evangelion to its very limits.

There are two Classes of AT Power. They are mutually exclusive, and no AT Power will belong to more than one. The available classes are:

Simple: A Simple AT Power is the most basic of manipulations of the AT Field. Easy to use frequently, these AT Powers often do not betray any visual sign that something incredible is happening, though advanced detection equipment can still confirm the activity. While not flashy, the tactical and mechanical impact of these powers is undeniable, and these powers are the mainstay of AT options available to most pilots.

Complex: Difficult to learn and harder to master, Complex AT Powers provide potent options, but ones that are not easily fielded. Each time that a Complex AT Power would be used, the pilot gains a -2 penalty to their AT Potential pool size for the rest of the battle (counted after the listed value on the SR chart should the Synch Ratio of the pilot change). If they cannot pay this cost (having a pool size of 1 or fewer) the power fails and the Stamina to activate it is wasted. This cost must only be paid when the power is first Activated, Maintaining a power never imposes additional penalty, though activate the same power again later in the same session would.

Reading A.T. Field Powers

Each A.T. Field Power is presented in the following format:

The Name of the Power

Class: This displays what class this power is: Simple or Complex

ATS Minimum: This is the minimum level of AT Field Strength required for the power to be used. No AT Potential need be spent to activate a power, only this ATS minimum must be met.

Activation: How much Stamina it takes to activate a power. Some powers also have a 'Maintain', which is the Stamina required to keep a power active after the first round. If the Maintain is followed by 'free', it requires no Stamina to Maintain. If a power has no Maintain time listed, it must be reactivated anew every round. Note that even if the Maintain is Free, every round you must still devote any Potential you have invested for Augmentation. No matter the action(s) required, only one AT Power may be maintained by a user at a time.

Effect: What the power does.

Special: A note of special situations in which the power behaves differently.

Augmentation: A note of how the effects of the power might be increased by investing AT Potential in it. Regardless of how much ATP you have, you may not spend more Potential to augment a power than you have ATS. So an ATS 2 Eva may spend, at most, 2 Potential to augment any given power.

Name	Class	ATS Min.	Effect
A.T. Flare	Simple	1	Draw an Angel towards you.
A.T. Ping	Simple	1	Know the location of all active AT Fields in range.
A.T. Ram	Simple	2	Charge with a two handed weapon to strike through Armor.
Barrier	Simple	1	Create a solid wall to block attacks.
Burnout*	Complex	2	Explode your AT Field as a bomb.
Combustion*	Simple	1	Attempt to set an enemy on fire.
Containment	Complex	3	Wrap an enemy in your AT Field to restrict their actions.
Conversion*	Complex	3	Turn a held weapon into a grenade.
Decohesion*	Complex	3	Lower the toughness of an enemy body location.
Disrupting Shot*	Simple	1	Increase the Breach of a ranged attack.
Disrupting Strike*	Simple	1	Increase the Breach of a melee attack.
Electric Halo*	Complex	2	Shock the next person to enter or leave your Engagement.
Flicker	Complex	3	Your Evangelion blinks out of existence for a short time.
Float	Complex	2	Fly a short distance.
Fortify	Simple	2	Hunker down and reduce incoming damage.
Funnel*	Complex	2	Focus your ranged attack.
Hold	Complex	2	Slow an enemy.
Inertia	Simple	1	Push or pull an object from afar.
Invert Field	Complex	2	Absorb attacks to spare your allies.
Mind Shield	Complex	2	Protect yourself from a specific Contact or Subversion Trait.
Neutralize	Simple	1	Prevent a target from gaining more AT Potential.
Pseudoweapon	Simple	3	Form a crude melee weapon out of your AT Field.
Probability Surge	Complex	3	Alter the Degrees of Success for a single test.
Reality Reinforcement	Complex	3	Neutralize a single AT trait belonging to an Angel.
Remote Manipulation	Complex	2	Pick up and manipulate an object at a distance as if you were using one hand.
Repulsion*	Complex	3	Expand your Field as a concussive wave.
Slam*	Complex	2	A strong thrust of force.
Weapon Flux*	Simple	2	Change the damage type of a melee attack.
Wrap Beam*	Complex	2	Bend the path of a ranged energy attack.

*Offensive AT Powers

Offensive Powers

AT Blast

Complex

ATS Minimum: 3

Activation: 2 Stamina

Range: 2

Effect: Using a twisted energetic reaction normally only possible in a vacuum tube, air is ionized and accelerated into a crude but effective charged particle weapon.

Test Eva Firearms as if firing a ranged weapon. On a successful hit, the blast deals 1d10+ATS Energy or Kinetic damage (pick one).

Augmentation: For every AT Potential spent on this power, increase the damage by 1.

AT Ram

Simple

ATS Minimum: 2

Activation: 3 Stamina

Range: 1

Effect: The Evangelion focuses its field into a wedge that it drives forward to clear the way for a powerful attack. The Evangelion, as a part of this power, moves into an Engagement with one enemy within range, followed by a Melee attack with a 2 handed weapon. This attack gains the Anti-Armor trait. This cannot be used against an enemy you are already Engaged with.

Augmentation: By spending 3 AT Potential on this power, replace the Anti-Armor trait with Armor Piercing.

Burnout

Complex

ATS Minimum: 2

Activation: 3 Stamina

Range: 0

Effect: You overcharge your AT Field and unleash everything you have in a single, unfocused release of energy. You deal damage equal to (your ATS * your current AT Potential) to everything within the same engagement as you. Afterwards, your AT Field collapses and takes some time to heal itself. Your AT Potential pool immediately falls to 0, and you do not gain any new AT Potential on your next turn.

This power deals Heavy Collateral damage.

Decohesion

Complex

ATS Minimum: 3

Activation: 2 Stamina, Maintain 1

Range: 2

Effect: You direct your AT Field to interfere with the manipulations of physics that an Angel uses to hold itself together in our mundane world. Choose either the Armor or the Strength of the Angel, and lower that value by 2 for a number of Intervals equal to your ATS+1. This Power may only be used on Angels.

Augmentation: For every ATP spent on this power, it lowers either the Armor or Strength of the Angel by an additional 2.

Combustion

Simple

ATS Minimum: 1

Activation: 2 Stamina

Range: 0

Effect: Using your AT Field, you generate an immense amount of heat at a single location within range. For every point of ATS you have, roll 1d6. If the total of all of these d6 is greater than the current Potential of your target, you deal half the total as Soft Damage. Otherwise, deal your ATS as Soft Damage instead.

If 2 or more of the d6 come up as a 6, the enemy is set On Fire.

Conversion

Complex

Minimum ATS: 3

Activation: 2 Stamina

Range: 2

Effect: The Evangelion takes a single weapon in its possession and excites the matter into a highly explosive state, effectively turning the weapon into a grenade.

The chosen weapon beings to glow and flies from your hand towards the enemy, requiring a Throw test to hit the target. On a success, it impacts the enemy and violently explodes, dealing an amount of Energy damage equal to the listed damage of the weapon (using ATS in place of Strength when called for) to the target and everything engaged with the target.

This, for obvious reasons, destroys the weapon used and even ignores effects that might normally save a weapon from being destroyed. No Requisition is refunded for a weapon destroyed in this fashion.

Augmentation: For every ATP spent on this AT Power, increase the damage dealt by 1.

Electric Halo

Complex

Minimum ATS: 2

Activation: 2 Stamina. Maintain 1

Range: Personal.

Effect: The Evangelion generates a ring of crackling energy around itself, ready to discharge at anything that passes through it. If another Escale unit would either enter or leave your Sector, Electric Halo automatically deals 1d6 EN damage to that unit. This does not end the power. For every round that Electric Halo is maintained, increase the number of d6 dealt by Electric Halo by 1. Electric Halo cannot deal more d6 worth of damage than your ATS +1.

Repulsion

Complex

ATS Minimum: 3

Activation: 3 Stamina

Range: Engagement

Effect: The pilot solidifies the event horizon of the Eva's A.T. Field and releases it as an expanding sphere of force that pushes back everything within its range.

All E-scale targets within the same engagement as you take 1d10+ATS KN damage to the Body and must test Physique. On a Failure, they are removed from the Engagement.

This power deals Moderate Collateral damage.

Slam

Complex

Prerequisites: Inertia

ATS Minimum: 2

Activation: 2 Stamina

Range: 1

Effect: Through a combination of gravity manipulation and simple force projection, you blast an enemy in front of you with a concussive wave. Your target takes 1d6+ATS damage. In addition, the Force of this attack is equal to 1d6 per ATS of the user. Add together the Strength and current AT Potential of anyone hit by this power. If it is lower than the Force of the power, they are moved 1 Sector away from the user of the power.

Special: Against enemies with the Swarm trait this Power may deal damage and critical hits as normal, but cannot move the enemy.

Augmentation: For every ATP spent on this power you may choose to increase its Force by 1d6.

Disrupting Shot

Simple

ATS Minimum: 1

Activation: 2 Stamina.

Range: Personal

Effect: You project the power of your AT Field in a path ahead of a ranged attack. Immediately make a ranged Standard Attack of your choice. This attack gains the Breach(1) quality if it did not already have it, or increases the rating of any Breach it does have by +1.

Augmentation: For every AT Potential spent on this power, increase the Breach bonus by +1.

Disrupting Strike

Simple

ATS Minimum: 1

Activation: 2 Stamina.

Range: Personal

Effect: You wrap your AT Field around your weapon, in preparation for a melee attack. Immediately make a melee Standard Attack of your choice. This attack gains the Breach(1) quality if it did not already have it, or increases the rating of any Breach it does have by +1.

Augmentation: For every AT Potential spent on this power, increase the Breach bonus by +1.

Funnel

Complex

ATS Minimum: 2

Activation: 0 Stamina

Range: Personal.

Effect: Using the Eva's AT field, you create a path of least resistance through the air in front of your gun, guiding your shot to perform what should be an impossible attack.

After activating this power, for a number of Intervals equal to 1d10 + your ATS any ranged weapon you have automatically gains the Proven quality with a rating equal to your ATS. In addition, the Range of the attack is increased by 1 and should you succeed on your Eva firearms test you are treated as having one more Degree of Success than you should.

Augmentation: For every AT Potential spent on this power, increase the duration of the effect by 1 Interval.

Wrap Beam

Complex

ATS Minimum: 4

Activation: 2 Stamina Reaction

Range: 0

Effect: A complicated power that bends the path of energy, by using a nearby AT as a focal point (either their own or that of an enemy) the Eva can change the direction of a beam in midair.

When a ranged attack that deals Energy damage is made with either the attacker or the target within your Sector, you may choose to activate this power as a 2 Stamina Reaction.

When you activate this power, you must choose an Evangelion-Scale target within range of the enemy attack. This new target may not be the Angel that initially made the attack, but may otherwise be an enemy or an ally. Test Synch Ratio, on a success the attack is redirected to hit this new target instead.

Attacks that have the Scattershot, Line, or variants of the Area quality are immune to this AT Power.

Utility Powers

A.T. Flare

Simple

ATS Minimum: 2

Activation: 2 Stamina

Range: 2

Effect: The Eva spikes its A.T. Field and spreads it thin, making it less dense and more easily penetrated. However, it makes the A.T. Field very bright and noticeable to Angels, who are beings defined by their A.T. Fields.

The player choses one Angel within Tactical range, and tests Distract as a Simple Opposed test that is Opposed by the Logic skill of the Angel. If successful, the Angel will consider the activator of this power a priority threat and target them specifically the next chance it gets.

If the Angel in question is currently engaged in combat with an enemy that has a spread A.T. Field, or that is currently neutralizing the Angel's A.T. Field, the Distract test is at a -20 penalty.

This Power may only be used on Angels.

Special: If there is an Evangelion in play with an A.T. Field with an unmodified ATS higher than the unmodified ATS of the activator of this power, the Distract test has a -10 penalty.

A.T. Ping

Simple

ATS Minimum: 1

Activation: 1 Stamina

Range: ATS

Effect: The pilot commands the Eva to very briefly vastly expand its A.T. Field in a weakened state to feel the resistance of other A.T. Fields. This allows the pilot to detect any active A.T. Field within range. They know the presence and location of the Active A.T. Field, even if the being generating it is somehow hidden from sight.

The range of this power is equal to the ATS of the user.

Augmentation: For every AT Potential spent on this power, treat the ATS of the user as 1 more than normal.

Barrier

Simple

ATS Minimum: 1

Activation: 3 Stamina, Maintain 2

Range: Personal

Effect: The Evangelion creates a solid plane of force in front of them, creating a powerful defense for a single round. While in place, this barrier blocks all attacks coming from a specific direction, usually directly in front of the Evangelion. Any attack originating from that direction which deals less damage than (ATS * 4) is ignored entirely. Any attack that deals more damage than that brings the Barrier down, but that attack itself does not harm the Evangelion, though it does leave the Eva open to future attacks. If the barrier has been brought down by force, a new Barrier may not be raised by this unit for 3 rounds.

Augmentation: For every AT Potential spent on this power, treat the ATS of the user as 1 more than normal.

Containment

Complex

ATS Minimum: 3

Activation: 2 Stamina, Maintain Free

Range: 0

Effect: The Eva expands its A.T. Field to encompass an enemy, and then contracts it to pull them in. One enemy of the pilot's choice within range cannot move in any direction other than directly toward the Eva so long as the Eva's current AT Potential is higher than the ATS of that enemy. If the Potential of the user is ever lower than the ATS of the trapped enemy, the power immediately ends.

In addition, any ranged or area attack that the enemy aims at someone else must breach the containing Eva's A.T. Field before it may attempt to hit any other targets. This inflicts a -20 penalty on tests made to attack other targets, but also allows the user to activate any Spread Pattern they possess and apply it to the enemies attack as if it was aimed at themselves. Likewise, the pilot may stop others from hurting the enemy if they choose.

This does not prevent the trapped enemy from attacking the containing Evangelion in any way.

Reality Reinforcement

Complex

ATS Minimum: 3

Activation: 2 Stamina, Maintain 2

Range: 0

Effect: Select one AT Trait that the Angel possesses. The Angel is treated as if it did not possess that AT Trait. If the Angel moves out of range of this power, its effect ends immediately. Note that this power does not affect Absolute Defenses, which have their own methods of being resolved, or AT Modifiers. Only Traits.

Flicker

Complex

ATS Minimum: 3

Activation: 1 Stamina Reaction

Range: Personal

Effect: The Evangelion skips forward in time a few crucial seconds. Once activated the Evangelion vanishes, removed from play entirely until it re-appears at the start of their next turn. The Evangelion and its pilot may not be targeted by any affect or interacted with in any way until their return. If an Enemy that they were Engaged with moves while they are removed from the battle, the Eva will appear in the Sector in which they vanished.
Upon returning to the battlefield, the pilot must test Composure or be Surprised for 1d6 Intervals as they are rattled by the trip.

This power may be activated at either the start or the end of an Interval, but not in response to an attack.

Float

Complex

ATS Minimum: 1

Activation: 2 Stamina

Range: Personal

Effect: The pilot uses the Eva's A.T. Field to lift it into the air. This power can be used to leap into the air and land safely, moving 2 Sectors.

This power still provokes any relevant Attacks of Opportunity. Movement by this power ignores any terrain based hazards that might exist in intervening spaces, as well as ignores penalties to movement based on Hit Effects.

By testing Balance, an Eva that started this action Prone may land on their feet (unless their Legs body location has already been destroyed).

Fortify

Simple

ATS Minimum: 2

Activation: 1 Stamina

Range: Personal

Effect: Create a weak, invisible bubble around the Evangelion to ward off all attacks. Until the start of your next turn, the Eva gains +2 Armor.

Hold

Complex

ATS Minimum: 2

Activation: 2 Stamina. Maintain 1

Range: 1

Effect: The Evangelion throws up a 'net' of weak and rapidly decaying AT Field barriers around the target. For something as powerful as an Angel, any one of them is only a momentary inconvenience. Together, they form an aggravating impediment. The target is Slowed, and takes a -10 penalty to Reflexes.

Augmentation: For every extra AT Potential spent on this power, you may increase Reflexes penalty by 5. By spending 3 ATP, you can increase the Range of this power to 2.

Inertia

Simple

ATS Minimum: 1

Activation: 1 Stamina

Range: 0

Effect: Designate one object within range. The pilot may alter its inertia to send it rapidly flying in one direction until it hits something or leaves the power's range.

When lifting and moving objects in this fashion, moving anything even half the Eva's size is difficult but the tossing of smaller objects is easy. Any object brought directly toward the Eva may be caught effortlessly.

This power is only for gross pushing and pulling of objects, fine manipulation requires the Remote Manipulation AT Power. If the item moved is fragile, it might break in mid-air from the force involved.

If used to throw an object at an enemy, it lacks the force required to do significant damage.

Invert Field

Complex

ATS Minimum: 2

Activation: 1 Stamina Reaction

Range: Personal

Effect: The Evangelion turns its AT Field inside out. Rather than keeping things out, it traps them inside. This power may be activated as a Reaction so long as you have the Stamina to pay for it.

Once activated, the next attack that hits you hits ONLY you. Any matter of attack that targets an Engagement that you are a part of affects only you as you suck all of that energy in your direction, sparing all others that would be caught in its way. However, such attacks hit you twice as hard (dealing the same damage or effect to you twice in rapid succession).

Similarly, an enemy with multiple attacks that hits you may not use that same attack against anyone else this turn, even if they have more uses of that attack available to them.

Special: While this power is in use, your AT Field offers no protection of any kind. You are unable to use Spread Patterns.

Mind Shield

Complex

ATS Minimum: 2

Activation: 2 Stamina, Maintain Free

Range: Personal

Effect: The Eva alters its AT Field to intercept specific attacks that are metaphysical in nature, rather than brute force. Once a Contact or Subversion Trait of the Angel has come into play, the player may select it as they activate Mind Shield when they pay its AT Potential cost. For as long as Mind Shield is maintained the pilot is immune to that one Trait of the Angel, but only gains 1 AT Potential each round instead of 2.

Probability Surge

Complex

ATS Minimum: 3

Activation: 0 Stamina Reaction

Range: 0

Effect: The Evangelion exerts it's AT Field to alter probability in its favor. On a successful test of any kind by yourself or an ally in the same Sector as you, you may choose to activate this power and roll 1d6. You are treated as having a number of Degrees of Success equal to the d6 result, in place of the actual DoS resulting for your test. This is true even if you would have had more total Degrees of Success had you not used this power.

Pseudoweapon

Simple

ATS Minimum: 3

Activation: 1 Stamina, Maintain Free

Range: Personal

Effect: The Evangelion shapes its AT Field into a rough approximation of a simple melee weapon. For as long as the Power is maintained, the Eva is treated as if a hand of its choice is wielding a single, unmodified General Technology Melee Weapon of the users choice. This weapon treats the Strength of the Eva as being its ATS instead of its actual strength. If the weapon leaves the hand of the Evangelion for any reason, it vanishes immediately. They otherwise function as a normal example of that weapon.

Pseudoweapon cannot mimic ranged weapons, weapons of technologies other than General, or apply a weapon to a hand that has already been destroyed. Changing the Pseudoweapon to another form requires a re-activation of the power.

Special: For as long as Pseudoweapon is maintained, the Eva does not regain AT Potential.

Augmentation: By spending 1 AT Potential before you roll for damage with this AT Power, you may add your ATS to the result. Multiple ATP may not be spent on the same attack in this fashion.

Remote Manipulation

Complex

ATS Minimum: 2

Activation: 2 Stamina, Maintain Free.

Range: 1

Effect: Move one object within range as if the Eva were lifting it with one hand with an effective Strength of 2. Objects controlled this way can be moved to any point within range as a 1 Stamina Action, but actually using them in any meaningful way such as activating or attacking with them requires the same action as they would use had the Eva actually been holding them.

Like Inertia, this power may not be used on any creature capable of spreading an AT field.

Unlike Inertia, this power may be used to move objects gently.

Augmentation: By spending 3 ATP at the time the power is activated, you may increase the Range off this power by 1.

Neutralize

Simple

ATS Minimum: 1

Activation: 2 Stamina. Maintain Free

Range: 1

Effect: The Evangelion uses its own spread A.T. Field to absorb and negate power from an enemy A.T. Field. Choose one other A.T. Field within range of the Eva. Neither the target of the power or the activator of this power naturally gains additional AT Potential at the start of their turn (or Interval) for as long as the power is maintained.

Special: This AT Power may be used as a 2 Stamina Action against an enemy Absolute Defense within range to reduce its Power by 1.

Weapon Flux

Simple

ATS Minimum: 2

Activation: 1 Stamina

Range: Personal

Effect: The Eva projects a field of controlled entropy around a single melee weapon, taking direct control of its destructive interactions with the world around it. On all of the Eva's melee attacks within the next ATS x 2 Intervals, the pilot may choose the damage type (KN or EN) that their weapons deal regardless of whether they use an unarmed attack, a held weapon or a natural weapon.
If the attack has the Breach quality, its Breach Rating is considered 1 higher than normal.

Chapter 8: Prepare for Combat

RESEARCH AND WEAPONS

The Evangelions are, naturally, the sharpest point of mankind's latest cutting edge technology. But the Evangelions are not the only investment needed to defeat the Angels. While the Evangelion represents the ultimate weapons platform, said platform still requires weapons. And with resources already stretched to their breaking point to fund the development of the Evas, choices had to be made.

At the start of each campaign, the players choose 2 Technologies as a group for use during this particular campaign. For setting reasons, the GM has the right to deny the players access to specific technologies, but it should be encouraged to let the players choose for themselves as a group which technologies their Evangelions will use during the game. Once selected, the technologies chosen may not be changed.

Once the player with the least amount of experience reaches 500 xp, the players gain access to a third technology of their choice. To choose this new technology, take a vote among the players. Pilots get 1 vote per person, and any Operations Director in play gets 2 votes. In the event of a tie, no technology is unlocked until there ceases to be a tie.

In addition to the chosen starting Technologies, all groups automatically begin play with access to the General Technology. General Technology represents a baseline of options available to the group, regardless of what else they choose.

General Technology has **Starting Equipment**: Pallet Gun and Combat Knife.

General Melee Weapons				
Name	Hands	Damage	Properties	Cost
Combat Knife	1	1d6+1+Str KN	Precise, Small, Surplus	1 Req
Spear	1	1d6+2+Str KN	Throwing, Reach	1 Req
Shield	1	1+S KN	Defensive(20)	1 Req
Axe	1	1d10+3+Str KN	Inaccurate	1 Req
Sword	1	2d6+Str KN	Defensive(10)	1 Req
Hammer	1	1d10+Str KN	Anti-Armor	1 Req
Tonfa	1	1d6+S KN	Defensive(10), Small, Surplus	1 Req
Large Sword	2	2d6+3+Str KN	Slow, Reach	2 Req
Large Axe	2	2d10+3+Str KN	Slow, Inaccurate	2 Req
Large Hammer	2	2d6+Str KN	Anti-Armor, Slow	2 Req
Unarmed*	1	Str Soft	Special	0 Req

* Evas always have access to this weapon so long as they have a hand free.

COMBAT KNIFE

To create weapons large enough to be used by the Angels and strong enough to not warp or shatter the moment they were used, Nerv had to conduct extensive materials testing and metallurgical development. Most of these experiments yielded worthless results, but a few became the basis of much of the standard Evangelion armory. Making a functional knife was a common milestone in these projects, and as such Nerv has a stockpile of different designs of combat knife. Almost none of them match in either appearance or composition, but they all serve as a reliable if simple backup weapon for the Evas.

TONFA

A heavy club designed to align parallel to the arm rather than perpendicular when held. The same ceramic armor reinforcement that makes the Tonfa sturdy enough to not break itself as a weapon makes it durable enough to act as a shield, if a rather narrow one.

AXE

A heavy sharp blade on a reinforced shaft, the axe is a powerful close combat weapon. While most of the weapon is simple alloys, the cutting edge of the axe is a thin plane of a strong carbon composite. Highly expensive to produce, but one of the few materials that can be sharpened to an edge and not deform when used with such force.

HAMMER

A solid block of heavy metal on a shaft, hammers represent a simple but brutally effective melee weapon. The iridium alloy that the Hammer uses was originally developed as an armor material, but proved too heavy and too hard to form into the desired shapes. Durable enough to be slammed into nearly anything and not deform, though, which makes it a perfect hammer head.

SPEAR

A sharp bladed weapon on the end of a reinforced pole some 30 meters in length. Evangelion sized Spears are actually remarkably expensive to produce, as while the head of the Spear is a simple variation of common knife blades or various technologies, the shaft of the Spear is a complicated work. Requiring the right combination of strength, weight and flexibility, most of the early test Spears were either prohibitively heavy or snapped in half with alarming regularity. This Spear is designed to be thrown short distances if the need arises.

SHIELD

An iridium armor plate held in one hand by the Evangelion, the shield can be used as a crude and ineffective weapon. Shields cannot be upgraded as weapons.

SWORD

A versatile weapon, the sword lacks the brute damage capable of an Axe or Hammer, but due to its balance it is capable delivering reliable damage, even on a shallow hit. Unlike swords from other technologies, this sword lacks any sophisticated components and possesses a broad blade for deflecting blows. The staff that worked on the early Sword projects were notoriously sour about what they considered an expensive and frivolous alternative to already existing (and in their eyes, better suited for Angel combat) weapons.

LARGE SWORD

Larger than the normal sword, this two-handed version made of iridium alloy lacks the finesse of its smaller counterpart but makes up for it in cleaving power. Weapons such as this were primarily made by Nerv for extreme situations, in preparation for Angels with defenses where the normal weapons simply lacked the brute force required to score a kill.

LARGE AXE

This massive axe is too heavy to wield in one hand, but the increased brutality is worth the weight. Unfortunately, such a heavy axe trying to land the weight on such a fine edge is… finicky. On a direct hit it leaves a terrible wound, but even a tiny difference in the angle of attack can leave the axe shearing off only a shallow amount of Angel.

LARGE HAMMER

If you look closely, you can see that the head of this Large Hammer is just four normal Iridium alloy Hammer heads fused together. Tremendously heavy and off balance, but with all of the armor crushing power you have come to expect from the simple but effective Nerv Hammer.

UNARMED

A relatively ineffective attack that any uninjured Eva can attempt using their hands, feet, or even a headbutt.

Special: The Unarmed attack, while unimpressive, is always available to Evangelions so long as they have one arm remaining. No Requisition expenditure is necessary to use it.

General Ranged Weapons (Pistol)								
Name	Range	H	Attack	Damage	Rld	Ammo	Properties	Cost
M7 Hand Cannon	2	1	Single	1d10+1 KN	1	7	Small, Surplus	1 Req
General Ranged Weapons (Basic)								
A4 Pallet Rifle	2	2	Single, Burst(3/5)	1d6+3 KN	1	9	Precise, Proven (3), Surplus	1 Req
A2 Pallet Carbine	1	1	Burst(1/7)	1d10+1 KN	1	5	Special	1 Req
Cluster Shotgun	1	2	Single	1d10+3 KN	1	6	Scattershot	1 Req
P-8 Rifle	3	2	Single	1d10+4 KN	2	6	Precise, Slow	2 Req
Grenade Launcher	1	2	Single	See Text	2	6	Special	2 Req
General Ranged Weapons (Heavy)								
Pallet Gatling	2	2	Burst(1/9)	1d10+1 KN	2	6	Slow, Special	2 Req
Anti-Eva Bazooka	3	2	Single	2d6+4 KN	1	2	Area(Sector), Slow	2 Req

A4 PALLET RIFLE

Colloquially known as the Pallet Rifle, the officially designated Assault-4 Pallet Rifle is the first firearm ever manufactured for Evangelion scale use. In order to account for every possibility of an Angel combat situation, unprecedented amounts of time and money went into designing the perfect standard combat rifle that all Evangelion weaponry would follow. Incorporating elements of all the most successful rifles throughout history, the Pallet Rifle is a durable and lightweight bullpup configuration carbine with multiple selective fire settings and entirely ambidextrous components. It would be heralded as the UN's crown jewel and a multinational pinnacle of firearms technology, if it weren't for one thing: it is only somewhat effective at killing Angels. The relative ineffectiveness of conventional ballistic shells in combat against the Angels has ensured that the Pallet Rifle is the first, and last, of its kind.

M7 HAND CANNON

Designed as a "hold-out" sidearm to be distributed to Evangelions entering combat along with the Pallet Rifle, the M-7 Hand Cannon is just as superbly designed as its intended companion. The compact frame fits perfectly into the slightly disproportionate hands of an Evangelion, and is built to be easily stored in a wing dock for quick release. Despite its small size, it manages to chamber and fire massive cartridges originally designed as shells for battleship deck cannons at an astounding effective range. The internal components are also cleverly constructed using interchangeable parts with the Pallet Rifle to ensure ruggedness, reliability, and easy maintenance. While lacking the rate of fire of its big brother, the Hand Cannon packs a solid punch for its size and cost.

A2 PALLET CARBINE

An early and less flexible version of the distinguished Pallet Gun, the A2 Pallet Carbine was originally a prototype used for perfecting the rapid-fire shell delivery system that the Pallet Gun went on to use. While lacking the mass production and field representation of the final product, the Pallet Carbine nevertheless retains a superior capacity for its field of expertise, boasting advanced rate of fire of admittedly smaller shells. This Pallet Carbine lacks the ability to be fired on single shot at all, but in return boasts a much larger ammo capacity than the A4, an ammo capacity that it will burn through quickly as it unleashes a torrent of fire into the enemy.

Special: Despite being a Basic weapon, the A2 Pallet Carbine can be used in an Engagement at no penalty.

P-8 RIFLE

Representing the two generation leap in technology between its construction and that of its predecessor, the Powered-8 Rifle is truly next generation, and specialized for anti-Angel combat to an absurd degree. Discarding conventional gas driven ballistics, the P-8 instead uses a high-energy laser based water vaporization system to discharge M7 shells at supersonic velocities with a range usually attributed to railguns. Each shot is accompanied by a brief trail of mist, and while there is a noticeable chamber time to ensure that the next shot fires as true as the first the range and penetration per shot cannot be beat using conventional ballistics.

PALLET GATLING

The 'EM-266 Evangelion Revolving Multi-Barrel Machine Gun' was the first heavy weapons platform designed for Evangelion "Man Portable" use. Created and manufactured during the initial wave of Evangelion firearms production, this Eva-sized Gatling Gun utilizes many of the same design principles that went into the A4 and the M-7. Incorporating interchangeable parts, redundant electric motors and drive chains, high performance recoil-dampening muzzle breaks, lightweight polymer and carbon fiber construction, and internal liquid nitrogen barrel cooling systems, it fires colossal rounds at a blistering rate from a drum magazine inserted under the weapon, making it an absolutely devastating weapon when used against just about anything . . . but an Angel. While specialty ammunition could turn it into a respectable weapon, the mass produced default shells have such poor ballistics as to make them even less effective than the Pallet Rifle individually.

Special: The Pallet Gatling has a tendency to create a dense debris cloud if fired at the same spot for too long. On 3 or more Degrees of Success, a Debris Cloud terrain effect is applied to the Sector that the targeted enemy is in for 2 Intervals. Anything within that Sector during that time is considered Blind, though they gain a +30 to Sneak and ranged attacks against them are at a -20 penalty. These affects persist only as long as the affected remain inside of that area, vanishing immediately should they leave the affected Sector. Line of sight does not pass through this smog either until the Debris Cloud has faded.

GRENADE LAUNCHER

This special-purpose Evangelion Grenade Launcher is simple ballistics taken to its titanic conclusion. The launch mechanism that propels the 6 contained grenades is simple and explosive, but ultimately unremarkable. Which is a boon for the design of the Grenade Launcher, as it allows for alternate ammunition in the form of specialty grenades to be used.

Special: This weapon contains ammo in the form of six grenades, chosen from the list below. Exactly which grenades have been selected is left unspecified until an attack is made. Only then does the pilot need to decide which type of Grenade they are using for the attack. The Grenade Launcher does not need to be loaded with only a single form of Grenade at a time. Selecting which Grenade to fire as part of a given attack option is automatic and costs no stamina or resources beyond the ammo expended for making the attack.

Smoke Grenade: The grenade spews forth a dense cloud of smoke and chaff in place of dealing damage. The effect of this is the same as the Smoke Launcher option for an Integrated Weapon.

Explosive: The grenade is packed with explosives and shrapnel, dealing 1d10+2 KN damage to everything in the same Engagement as the enemy.

Incendiary: The grenade is packed with explosives and shrapnel, dealing 1d10+2EN damage to everything in the same Engagement as the enemy.

Bakelite Grenade: On a hit, this grenade covers the enemy with molten plastic that hardens into a surprisingly strong material in seconds. While unable to stop the Angel for long, the next Movement action that the Angel takes removes the Bakelite (and any further impediment from it) instead of what the Movement action would otherwise accomplish.

CLUSTER SHOTGUN

A junk project utilizing spare weapons components left over from other tests, the so-called "Cluster Shotgun" sounds more ill advised the more you know about it. A very simple gun design modified to handle a dangerous payload, the Cluster Shotgun uses a very stable gas propulsion system to eject a highly unstable package of separating explosive mines. Each one arming a short distance from the barrel and exploding on impact. For maximum effectiveness it needs to be used from close range, and even then the ability to cleanly aim the weapon at anything less than a general direction is limited. Still, the resulting wave of explosions is good at dealing wide area trauma. And the development team seems to take a childlike glee in the spectacle of its operation.

ANTI-EVA BAZOOKA

Though nothing much more than a simple upscaling of tried and true shoulder mounted missile launchers, the Anti-Eva Bazooka is a fearsome weapon. With the extra space and weight allowances provided by its redesign into a heavy weapons platform, the rockets the weapon carries in its vertically inserted magazine rack are nearly triple the size of the Rocket Rifle, and are capable of detonating with enough force to level city blocks. Though the name indicates the project's original direction (a weapon system meant to be used in the situation of a hostile nation attacking with an Evangelion) the Anti-Eva Bazooka finds much more frequent use blowing Angels to tiny pieces.

Chain Technology - Chain Technology allows the purchase of Chain weapons.

Chain Weapons were not exactly plan A for Nerv, but turned out to be a useful appropriation of resources. Originally funded to develop new metals for armor, low-orbital metallurgy yielded a material (known to the labs as OC128) that was astoundingly hard and durable, but could only be produced in small pieces at a time. Making large armor plates, or even weapons, out of OC128 was deemed impossible.

Looking for ways to utilize this material in some useful fashion, Nerv's weapons division eventually concluded that while making a single large edge out of OC128 was an unfeasible task, weaponizing the metal as a series of small cutting bits was within the realm of possibility.

Replacing the edge of a cutting weapon with a spinning chain was much harder to implement at the scale of Evangelions than it sounded. Not only did the chain itself require its own extensive research and development, but the level of gore coating the mechanism with each successful hit can soon render the whole weapon inoperable. The powerful, high-speed incineration and a sonic cleansing equipment inside the weapon keeps the chain as clean as possible for maximum efficiency, and also required most of the time spent researching this technology.

Chain Property

A crude but effective form of attack, this weapon has traded any fine edge it might have had to instead mount a high-speed diamond-tipped titanium chain. While effective at tearing through all but the toughest of metals, it can't be fought with like a traditional weapon as it does its damage via surface contact rather than cleaving into the enemy with brute force. However, if a chain weapon gains a good purchase, it will tear through most materials like butter.

Chain Weapons do not add the Strength of the user onto their damage rolls, but on a Glancing Hit the Hit Effect is determined by either the roll result (before Critical Momentum is applied) or the Strength of the user, whichever is higher.

Starting Equipment: Chain Knife

Chain Melee Weapons				
Name	Hands	Damage	Properties	Cost
Chain Knife	1	1d6+2 KN	Chain, Proven(3), Small	1 Req
Chain Sword	1	1d10+3 KN	Chain, Proven(3), Cutter(1)	1 Req
Chain Spear	1	1d10+1 KN	Chain, Reach, Cutter(1)	1 Req
Chain Axe	1	1d10+5 KN	Chain, Inaccurate, Cutter(1)	2 Req
Large Chainaxe	2	2d10+2 KN	Chain, Slow, Cutter(3)	3 Req
Gatling Driver	2	1d10+6 KN	Chain, Breach(2), Special	3 Req

Chain Ranged Weapons (Basic)							
Name	Range	H	Attack	Damage	Rld	Ammo	Properties	Cost
Gunpod	2	2	Burst(1/8)	1d10 KN	1	4	Scattershot	1 Req

CHAIN KNIFE

The implementation of the Chain Knife was the single most important development in successfully weaponizing Orbital Compound 128. Prototype after prototype of the Chain Knife was built, only to suffer catastrophic failures such as chain breakage or fatal clogging. This string of failure went on for years, until it seemed that the entire Chain Weapon development project was a boondoggle that was leaving Nerv dangerously unprepared for actually arming the Evangelions.

It was only with the threat of the Angels looming ever closer, and threat of a funding cut closer still, that the first successful Chain Knife was finally tested. These last improvements to the motor systems, cutting chain, and internal cleaning systems were what turned Chain weapons from a disaster into a viable combat tool.

CHAIN SWORD

Once the Chain Knife was successfully implemented after many years, the rest of the Chain Weapons were adapted in a matter of months all at once. And without time to spare, as the Angels began to stir soon after. The Chain Sword is the big brother to the Chain Knife in every way, using most of the same components even. Aside from the better grip and scaled up drive system, the only real difference between the two is the length of the Chain.

CHAIN SPEAR

The Chain Spear was, for obvious reasons, the first Chain Weapon to be produced after the Knife was completed. Simply affixing the newly functional Chain Knife onto the end of the tried and tested shaft produced for Nerv's standard armament of Spears has enough to seal the deal. The only additional correction needed was to install a series of counterbalance motors in the upper shaft portions, to reduce the vibration caused by the spinning blade.

CHAIN AXE

The contract for the project to weaponize OC128 listed an expectation of delivery for a set number of viable weapon patterns. However, development was so focused on making Chain weapons actually functional that the team didn't plan ahead to ready sensible uses for the technology once they had it.

The Chain Axe was thrown together almost as a stalling tactic to give Nerv something. Anything. Two separate chain systems running side by side, using shorter lengths of chain than the Sword but with the same drive systems. Despite its shape, in combat function it bears almost no resemblance to an actual Axe.

Despite all of this, it proved to be highly effective in combat trials.

LARGE CHAINAXE

With Nerv's resounding appreciation for the success and power of the Chain Axe, the team had little choice but to take that design to the next level. Twice the size and with 3 parallel chains (the middle one running counter to the other two) the Large Chainaxe is designed to shred anything it touches. In order to take proper advantage of the new and improved drive system, modifications were made to the Chain itself to double up on the OC128 bits, giving each Chain enhanced biting power and redundancy.

With the production of the Large Chainaxe completed, and the Gunpod finishing their contractual obligations via a technicality, the Chain project now provided Nerv with the number of weapons they had promised. Which was good, because they had no idea what they were going to do next.

GUNPOD

While not an obvious extension, many of the same advances required to weaponize chain technology have firearms applications as well. That was the sales pitch as the Chain team scrambled to find another way to weaponize OC128 during the many years of failure to produce a working Chain Knife. Using their compact motor systems to scale down the Pallet Gatling design into the profile of a rifle, they experimented with OC128 tipped bullets for increased penetration. The end result was less than they had hoped for, but still serviceable. Though its smaller size has required the remove of a handful of barrels, it still packs much of the firepower of a heavy weapon.

GATLING DRIVER

Initial testing with OC128 proved that, which an electric current was run through the material, a very brief electromagnetic surge on part with a short-range EMP could be could be created. At the time, this caused more lab accidents than it did progress. But, just recently, that phenomenon has been weaponized in the form of the Gatling Driver.

A weapon even stranger than it looks, the Gatling Driver is a weapon uniquely designed for breaking down 'solid' AT Fields. As its name suggests, it shares many visual similarities with a Gatling Gun, being a heavy two handed device with rotating barrels. However, instead of firing bullets each 'barrel' instead houses a high-speed piston device, tipped with a distinctive flanged head made of OC128. By triggering the electromagnetic surge in time with the powerful kinetic thrusts of the weapon, in a stead and relentless assault, the Gatling Driver manages to hammer the AT Field with precision force, overwhelming it. While the Gatling Driver fails to over-penetrate and deal damage to the Angel on the other side, it is a uniquely powerful tool for tearing down such defenses.

Special: This weapon has special properties when used against an enemy protected by either an Absolute Defense or the Barrier AT Power. When used against an Absolute Defense, on a hit it lowers the Power of that AD by 1 in addition to any effect that the attack or damage rolled would otherwise have against that Absolute Defense.

When used against the Barrier AT Power, unless this weapon rolls a 1 on its damage die the Barrier is automatically destroyed.

Gauss Technology - Gauss Technology allows the purchase of Gauss Weapons.

Also known as 'Coil guns', this technology is based around the use of electromagnetic acceleration to fling projectiles at hypersonic speeds. At such incredibly speed, even a small projectile hits with the force of a powerful blow. In fact, the sheer amount of force exerted on such a small area give Gauss weaponry the ability to punch through most armor, even before use of specially designed anti-armor ammunition.

Anti-Armor Property

This attack treats the Armor of the target as if it was half (rounded down) its normal value.

Starting Equipment: Coil Rifle

Gauss Ranged Weapons (Pistol)								
Name	Range	H	Attack	Damage	Rld	Ammo	Properties	Cost
Gauss Pistol	1	1	Single, Burst(2/4)	1d10+1 KN	1	8	Anti-Armor, Small	1 Req
Gauss Ranged Weapons (Basic)								
Coil Rifle	1	2	Single	1d10+3 KN	1	5	Anti-Armor	1 Req
Gauss Rifle	2	2	Single, Burst(3/6)	1d10+1 KN	1	9	Anti-Armor	1 Req
Coil Cannon	1	2	Single	3d10	N/A	1	Anti-Armor, Inaccurate, Special	2 Req
Gauss Ranged Weapons (Heavy)								
Superheavy MAC	5	2	Single	2d10+2 KN	3	6	Anti-Armor, Recharge, Mounted(20), Longshot, Slow	4 Req

Gauss Melee Weapons				
Name	Hands	Damage	Properties	Cost
Discharge Katar	1	1d6+1+Str KN	Anti-Armor, Breach(1), Small	1 Req

COIL RIFLE

A primitive test-type model, the Coil Rifle reaches the minimum performance requirements set by the Gauss Weapon development contract, but without the refinements that would make future Gauss weapons viable. Lacking efficient superconductor technology, the power requirements of the weapon are the most limit factor. With standard batteries, the weapon has ammunition for dozens of shots, but only the power supply for five before the battery becomes useless and in need of replacement.

Still, despite being less than the finished product it represents a major stepping stone towards true Gauss weapons, and a decent holdover until the completion of the Magnetic Acceleration Cannon.

GAUSS RIFLE

The MAC was a success, achieving the full power of Gauss technology. With that proven, the next step was the various increases in efficiency that would allow the Gauss weapon to be successfully miniaturized and rate of fire improved.

The Gauss Rifle is the finished product, representing the end goal of Gauss Technology. A reasonably weighted rifle with increased power, battery life, and rate of fire over the basic Coil Guns of yesteryear. The Gauss Rifle has done very well in performance tests, and stands a good chance of replacing the A4 as standard issue armament as the war goes on.

GAUSS PISTOL

A victory lap for the team, the Gauss Pistol takes the miniaturization of EM coil technology even further, reducing the weapon down to the size of a one handed pistol weapon. While rate of fire is maintained, the space and size limitations do mean that the pistol was required to sacrifice electromagnetic power (and thus weapon range) for a small profile capable of easy storage.

COIL CANNON

Originating as a stress test for the initial coil technology, the Coil Cannon stretches the limits of what you can realistically call a viable weapon. The Coil Cannon is little more than a hemisphere of EM coils nested around a ball of iron and lead, with the rest of the weapon being an afterthought included only out of necessity. The Coil Cannon is made to fire a single, heavy projectile and even that it only does once before flying to pieces. The gargantuan cannonball doesn't even fly that impressive a distance, but the sheer weight of it and the kinetic energy that makes it mobile causes it to land with a truly impressive amount of force. Enough to knock around even an Angel.

Special: The Coil Cannon is a single-use weapon that is destroyed the moment it is fired, regardless of success or failure. However, if it hits its target, it has a number of potent effects.

- The Angel must test Physique or be knocked Prone. This is true even if the Angel successfully Guard's against the attack, or converts the attack into soft damage. The only event in which this would not be the case is against an Angel protected by an Absolute Defense.
- If the Coil Cannon would inflict Soft Damage on enemy for any reason, it inflicts 10 more Soft Damage than it otherwise would.
- If the Angel takes damage from the Coil Cannon, is it Winded for 1 1d6 Intervals in addition to any Hit Effects that result.
- For each 10 that is rolled for damage as part of this attack, the Angel is Stunned for 2 Intervals. These durations stack, to a maximum of 6 Intervals worth of Stun.

DISCHARGE KATAR

One of the issues that allowed for the Gauss gun to overtake the conventional rail gun was the unfortunate tendency for rail guns to vaporize their payload. When firing, rail guns can produce jets of superheated plasma, which could overtake and destroy the very projectile that was being launched. This design flaw has since been repurposed to soften up targets for an experimental Evangelion weapon: the Discharge Katar.

Built on the same design as a Katar punching dagger, this weapon is made almost exclusively for direct thrusts as opposed to slashing. This is all to capitalize on the primary feature of the Discharge Katar: the rail gun running up the middle of the blade. Set to fire just before impact, the discharge Katar fires a small rail gun round at point blank range. This high-velocity strike, followed by a plume of plasma, serves to severely weaken the armor of the target just prior to the full force of the Katar striking that exact spot, making it an effective anti-armor weapon.

SUPERHEAVY MAC

Before the Evangelion Project was completed, a number of anti-Angel weapons were planned, some of them even reaching prototype stages before eventually failing. One such project was the "EM Funnel Warhead", which was intended to be a form of anti-Angel munitions. A two stage warhead, the round absorbs ambient electromagnetic energy and releases it directly ahead of the round prior to impact to overwhelm a hostile AT Field… at least in theory. In practice, it turned out to be woefully inefficient and proved unable to overcome even a weak AT field in standard field tests. The project was shelved, until recently…

The Superheavy Magnetic Acceleration Cannon (often shortened to MAC) is little more than an enormous series of electromagnetic plates and rails forming a rectangular, open "barrel". Requiring a colossal bank of high performance generators and electrical capacitors, the MAC is too heavy to be easily portable without specialized shock absorbing braces. Otherwise, it would be more than capable of knocking over an Evangelion unit with its tremendous recoil! The MAC can even fire rounds into low earth orbit, though at extreme range, penetrating the enemy AT Field is almost impossible with normal munitions.

It was a Magi resources audit that finally connected the dots, pairing the experimental EM Funnel Warhead with the MAC delivery system. In a standard engagement against forces on land, sea or air, the special munitions are only marginally more effective than a solid steel slug of similar size. But when fired against an enemy in space, the warhead passes through the Ionosphere, gaining a charge in the process beyond man's ability to replicate otherwise. Against orbital opponents, the MAC gains Breach(3) and deals +2 damage. However, there is reason to believe that use of this weapon does irreparable damage to Earth's ozone layer with every shot.

Graviton Technology - Graviton Technology allows the purchase of Graviton Weapons.

The unique properties of the AT Field have given Nerv scientists the means to explore regions of physics we previously lacked the tools for. Had it not been for the Second Impact, it might have been centuries before mankind proved the existence of the Graviton, and learned to harness it's power.

Gravitons are elementary particles that carry and apply the force of gravity, naturally generated by mass. By artificially generating Gravitons, one can enhance or oppose the effects of natural gravity, and even create temporary cases of objects "falling" sideways. Gravitons serve as a universal means of exerting force on matter.

Implosion Property

This weapon affects an entire sector, as if it has the Area(Sector) trait. In addition, if the Eva Firearms test to hit is successful, even if no damage or Hit Effect results, all Eva scale units in that Sector are moved into a single Engagement. After begin forced into the Engagement, they must test Balance or become Prone.

Stasis Property

Instead of dealing damage, if this attack hits the target is Slowed for 1d6 Intervals and lowers their Reflexes by 10 until they are no longer Slowed. Multiple hits of a Stasis weapon do stack, and if the target's Reflexes is reduced to 0 then that target is considered Stunned.

Repulsion Property

As Area, but the attack forces those affected away from the center of the blast. A Repulsion(Engagement) weapon would, on a hit, force all affected to disengage after the attack resolved and they must test Balance or become Prone.

A Repulsion(Sector) weapon is a bit more tricky. On a hit, after the attack resolves the attacker must make a second Eva Firearms test. On a success, the attacker gets to choose a Sector adjacent to the target Sector and move all affected targets to that sector. On a failure, the affected targets must still move to an adjacent sector (and cannot remain where they are even by choice) but they get to pick which Sector they are moved to. Either way, after being moved the affected must test Balance or become Prone.

Starting Equipment: GAC Gun

Graviton Ranged Weapons (Pistol)								
Name	Range	H	Attack	Damage	Rld	Ammo	Properties	Cost
Stasis Gun	0	1	Single	*	1	3	Stasis, Small	1 Req
Graviton Ranged Weapons (Basic)								
GAC Gun	2	2	Single	1d6+3 KN	2	3	Armor Piercing	1 Req
Repulsor	0	2	Single	1d6+2 KN	1	6	Scattershot, Push	1 Req
Graviton Ranged Weapons (Heavy)								
Graviton Beam Emitter	2	2	Single	2d6+1 KN	2	6	Line, Breach(1), Push, Recharge, Slow	2 Req
Repulsion Bomb	3	2	Single	3d6 KN	1	3	Repulsion, Breach(2), Longshot, Slow	2 Req
Implosion Bomb	3	2	Single	3d6 KN	1	3	Implosion, Breach(2), Longshot, Slow	2 Req
Gravity Tether	1	2	Single	*	2	10	Tether, Slow	4 Req

Graviton Melee Weapons				
Name	Hands	Damage	Properties	Cost
Gravity Flail	2	2d6+Str KN	Anti-Armor, Fragile, Reach, Slow	1 Req
Gravity Mine	1	0	Special, Small	1 Req

GAC GUN

The Gravity-Accelerated Cannon is the first step in the new and exciting field of graviton manipulation. While not visually impressive, this bulky weapon accomplishes the mundane task of sending conventional shells flying at high speeds using the power of artificially directed gravity. Built using the same chassis as the standard Evangelion Shotgun, its ammo capacity is somewhat smaller to make room for the heavy graviton generator.

REPULSOR

The Graviton-Repulsion Projector (or Repulsor for short) is the first direct-gravity weapon. Instead of using artificial gravity to propel ammunition, the Repulsor releases a concentrated blast of gravitons directly at the enemy in order to fling them back with incredible force. While damage to target is somewhat lackluster, it seems that gravitons have an advantage in overcoming AT Fields, probably because Angels are used to letting natural gravitons through all of the time.

GRAVITON BEAM EMITTER

Modeled after the Graviton-Repulsion Projector, the Graviton Beam Emitter focuses the repulsion wave into a densely packed stream. Focusing more power onto a smaller area, as well as increasing the "weight" of the individual gravitons, the GBE actually is strong enough to affect all matter in a direct line within a limited range.

GRAVITY MINE

This powerful device is little more than a high density graviton generator with the basic electronics necessary to set it off at the right time. Using an earlier design of what would later become the payload of the Implosion Bomb, the Gravity Mine has a stronger sustained effect, but a less immediate and instantaneous shock.

Gravity Mines are intended to be dropped in an area and left there as a trap for the enemy, restricting their movements and making them easy to ambush.

Special: As a 1 Stamina action, the Gravity Mine may be placed and armed in whatever Sector that the Evangelion is standing in. Afterwards, it becomes a unique terrain effect of that Sector until such a time as it is used.

Whenever an enemy enters that Sector, or attempts to leave it, the pilot that places the Gravity Mine may trigger its effect. For 5 Intervals after being triggered, any unit (ally or enemy) that attempts to leave that Sector is unable to do so. At the same time, any unit in an adjacent Sector may move into the affected Sector at no Stamina cost. After the duration has elapsed, the Gravity Mine is destroyed and no further use may result from it.

STASIS GUN

The stasis gun is actually a weaponized version of an environmental accident that occurred frequently during Graviton weapons testing. Improperly tuned, the Graviton generator could create random pockets of heightened or lessened gravity around it. Not only would this make moving through the denser-gravity pockets a chore, but it also created minor time fluctuations to produce a kind of slowing effect. At the time of this writing, all researchers exposed to these anomalies have made full recoveries, and are pleased to announce that the handgun sized Stasis Gun is capable of generating a similar effect on an Evangelion-scale level.

GRAVITY TETHER

The Gravity Tether represents the pinnacle of graviton manipulation technology, allowing the user to flood the area around a target with an overwhelming artificial gravity field. This Gravity Field can be used to move the target according to your whim, or simply increase local gravity to such a degree that moving becomes virtually impossible. If the human race survives the conflict with the Angel's, Gravity Tether technology is sure to revolutionize construction and space travel.

IMPLOSION BOMB

A heavier version of the standard Evangelion Missile Launcher, this weapon uses repurposed cruise missiles outfitted with a modified graviton generator. In essence, it is the same weapon as the Repulsion bomb, but with the charge of its Graviton's reversed. Instead of forcing an enemy away from the point of impact, it instead pulls enemies towards it.

REPULSION BOMB

A heavier version of the standard Evangelion Missile Launcher, this weapon uses repurposed cruise missiles outfitted with a modified graviton generator. Not only does the onboard graviton manipulation equipment make it easier for the missile to reach orbit, but it serves as the warhead as well. On impact, the generator ruptures and releases a powerful wave of repelling Gravitons. The MAGI theorize that, with proper timing, a series of well-placed shots could even be used to force an Orbital Angel into a descent into the Earth's atmosphere.

GRAVITY FLAIL

A heavy, reinforced ball at the end of a long chain, the head of the Gravity Flail contains a crude Graviton Generator that activates in mid-flight. Using surprisingly sophisticated targeting software linked to the Entry Plug's HUD, the Gravity Flail is capable of recognizing it's intended target and using Graviton manipulation to accelerate towards it, hitting with more force than the Eva alone could provide. This is, however, somewhat traumatizing for the Graviton reactor inside, which can break itself on impact under the wrong conditions.

Maser Technology - **Maser Technology allows the purchase of Maser Weapons.**

A maser is a device that produces coherent electromagnetic waves through amplification due to stimulated emission. Historically the term came from the acronym "**M**icrowave **A**mplification by **S**timulated **E**mission of **R**adiation", although modern masers emit over a broad portion of the electromagnetic spectrum. Many modern masers are widely mistaken for being lasers, a similar concept made popular by Pre-Second Impact Science Fiction.

Maser weaponry is on par with solid projectiles for destructive potential, the lack of recoil combined with proper cooling mechanisms make creating rapid fire Masers simple, even in the early prototype stages. Also, the advanced battery technology that keeps an Evangelion operating is more than capable of providing power for the relatively energy-efficient Maser weapon.

Deep Burn Property

On any even Hit Effect roll with this weapon, you deal 3 Soft Damage in addition to whatever the rolled Hit Effect is. This Damage Pool increase does not generate Critical Momentum in time to affect the Hit that triggered this ability, only hits after this one.

Starting Equipment: Microwave Gun

Maser Ranged Weapons (Pistol)								
Name	**Range**	**H**	**Attack**	**Damage**	**Rld**	**Ammo**	**Properties**	**Cost**
HEM Pistol	1	1	Single, Burst(4/4)	1d10+1 EN	1	10	Deep Burn, Breach(1), Small	1 Req
Maser Ranged Weapons (Basic)								
Microwave Gun	1	2	Single	2d6+1 EN	1	5	Deep Burn, Breach(1)	1 Req
HEM Repeater	2	1	Burst(1/7)	1d6+3 EN	1	3	Deep Burn, Breach(1)	1 Req
Ion Scrambler	2	2	Single	1d6+1 EN	1	5	Special, Recharge	1 Req
Maser Ranged Weapons (Heavy)								
Heavy Maser	3	2	Single	1d10+5 EN	1	8	Deep Burn, Breach(2), Precise, Slow	3 Req
Maser Annihilator	1	2	Single	3d10 EN	1	5	Deep Burn, Breach(2), Slow Scattershot, Area(Engagement), Cooldown	4 Req

Maser Melee Weapons				
Name		**Hands**	**Damage**	**Properties**	**Cost**
Maser Edge		1	1d10+1+Str EN	Deep Burn, Breach(1)	1 Req

HEM PISTOL

The HEM Pistol uses almost all the same internals as the rest of the HEM series and functions at almost exactly the same capacity, though with a reduction in effective range due to the shorter focal array necessary to fit the weapon into wing dock storage. Though it is a lower powered weapon than more conventional handguns, its staggering rate of fire, high ammo capacity, and supreme reliability make it a popular backup weapon.

HEM REPEATER

Unable to compete with the sheer power of Helios produced weapons, the High Energy Maser Labs instead took refuge in their advantage in rate of fire. And the HEM Repeater certainly has rate of fire to spare. Firing a relatively weak maser hundreds of times per second, it generates considerable heat buildup on the target area. Dealing with a weaker beam, the weapon requires less heat shielding and other heavy equipment, making it easily gripped in a single hand. While representatives from Helios delight in pointing out the pitiful damage per shot comparison to their products, the HEM Repeater proves that quantity has a quality all its own.

MICROWAVE GUN

Maser Weapons and Nerv have a somewhat complicated development history, as the Maser project contract was viciously fought over by two opposing development, the French developer 'Helios' that was contracted to Nerv Germany and HEM Labs in China.

The Microwave Gun was built by neither of the above, instead a first generation Maser prototype that was built by the United States Government before funding issues forced them to back out of their contract with Nerv. This powerful and functional Maser is Hydrogen based, and while the internal battery is more than enough to supply the weapon over the course of the fight, after multiple firings the Hydrogen supply will dwindle and need to be replaced. The Microwave Gun formed the basis of all future Evangelion scale Maser weapons, and the details of its construction were provided to both Helios and HEM.

MASER ANNIHILATOR

Almost entirely eschewing focal components, this shoulder-mounted bulk of the weapon is equipped with an adjustable wide bore firing lens. The Helios Maser Annihilator represents maser technology at its unrefined, raw potential: laying flaming waste to entire swaths of land by bombarding every square inch of its surface with penetrating radiation.

The first weapon produced for Nerv by Helios, the Maser Annihilator is powerful but lacking restraint. Time must be allowed for the weapon to cool between each shot. The alternative, as HEM gleefully reminds Nerv, is "massive explosion".

HEAVY MASER

Nerv was impressed with the energy output of the Annihilator, but made certain demands as to improving weapon safety. The Helios Heavy Maser takes the basic weapon setup of the Maser annihilator and completely overhauls it, replacing the variable bore lens with a more stable telescopic system supplemented by water cooling. While this has reduced the sheer destructive power significantly, it also results in a more reliable weapon with a tighter beam capable of engagement at longer ranges.

The Heavy Maser is the weapon that saved Helios from losing its contract with Nerv entirely, which proved fortunate as HEM Laboratories stalled in making improvements with their pulse maser weapons systems.

MASER EDGE

A sword made out of pure energy is naturally one of the first things to pop into the head of anyone who wants a weapon with which to fight giant monsters. This is not that weapon.

For obvious reasons, a powered hilt that creates a continuous and controlled blade of energy is just not practical. But Helios engineers have managed to create the closest thing possible: a weapon that uses a high-powered maser as a cutting edge. Closer in design to an axe than a sword, the Maser Edge caps off both ends of the cutting area with synchronized maser generators to create a powerful beam between them in a setup similar to a wire knife. Directly behind the beam, a conventional blade cuts into the seared surface of the enemy and splits the mass, allowing for the weapon to drive itself deeper into the target.

While technically a Helios produced weapon, there are internal elements that are familiar to anyone who has studied the schematics of the HEM Maser Pistol. The resulting legal battle has yet to fully resolve due to a series of delaying actions.

ION SCRAMBLER

A result of in-house development by Nerv, the Ion Scrambler was one of many attempts by Nerv to find a true anti-AT weapon that could be adopted by conventional militaries to render the Angels vulnerable to attack. In an attempt to inflict pain and confusion on the Angel by agitating the AT Field, the Ion Scrambler has a series of several Maser emitters that build up a powerful charge and then release sustained pulses at different frequencies in rapid succession, creating a chaotic mess of electrical charge anywhere in front of the weapon. While utterly ineffectual as a means of dealing damage or bringing down the AT Field proper, it does appear to provide a brief tactical advantage.

Special: Any Angel hit by this weapon, regardless of whether or not they Guard, reduces their Angelic Senses range for 1d6 Intervals by a number of Sectors equal to the Degrees of Success rolled on the attack (to a minimum of 0). Spread Patterns and Absolute Defenses likewise do not affect the outcome of the Iron Scrambler.

N2 Shell Technology - N2 Shell Technology allows the purchase of N2 Shell Weapons.

N2 Shells are a simple application of high science, effectively just a very expensive rocket propelled grenade. While such a thing is not particularly advanced science, the N2 Shell takes it one step further by making the warhead a self-contained positron charge surrounded by explosive polymer. In short, in addition to the strength of a normal explosion is a small anti-matter reaction. While not the focused destructive force that a full positron weapon uses to breach an A.T. Field, the anti-matter reaction is enough to cause an Angel serious harm on a direct hit.

However, creating a weapon to fire this incredibly heavy projectile is even more difficult than creating the N2 Shells in the first place.

Explosive Property

Whenever a weapon with this property rolls an odd number on the die for a Hit Effect, it immediately gains a +1 bonus to that roll.

Starting Equipment: Bohrgun

N2 Shell Ranged Weapons (Pistol)								
Name	Range	H	Attack	Damage	Rld	Ammo	Properties	Cost
Planck Pistol	1	1	Single	2d6+3 KN	2	3	Small, Explosive	1 Req
N2 Shell Ranged Weapons (Basic)								
Bohrgun	2	2	Single	2d6+3 KN	2	6	Explosive, Fragile	1 Req
Neumann Cannon	3	2	Single	1d6+3 KN	2	6	Precise, Special	1 Req
N2 Shell Ranged Weapons (Heavy)								
Faraday Rifle	2	2	Single, Burst(3/6)	2d6+3 KN	2	9	Explosive	2 Req
Dyson Automatic	2	2	Burst(1/10)	2d6+3 KN	3	6	Mounted(10), Explosive, Slow Overwhelming	4 Req

N2 Shell Melee Weapons					
Name	Hands	Damage	Ammo	Properties	Cost
Pilebunker	2	2d6+3 KN	6	Explosive, Slow, Overwhelming	2 Req

PILEBUNKER

A heavy weapon mounted to the forearm of the Eva, the Pilebunker blurs the line between melee and weapons technological application. Utilizing the mass-produced N2 Shell, the Pilebunker generates an internal explosion, releasing tremendous pressure and energy in a concussive explosion. Due to the design of the Pilebunker, this pressure can only vent itself by driving a mounted spike arm forward, which it does with incredible speed and force. Inexperienced pilots have even found that the recoil of the Pilebunker can send them tumbling backwards if they don't brace themselves accordingly. The Pilebunker delivers great damage, but with the obvious downside of being a close combat weapon capable of running out of ammunition.

BOHRGUN

Being the ancestor of all N2 Shell weaponry, the Bohrgun is an exceedingly heavy and bulky rifle. With an angular and uncomfortable profile, the Bohrgun lays dubious claim to a tragically uncontrollable recoil, which greatly limits its range. In reality, the Bohrgun is simply a crude, experimental vehicle for the real genius of its design. The rounds fired by the Bohrgun, despite their weight and size, are not slugs but rather bullet shaped containment shells for almost insignificant antimatter charges, inactive until the impact of the round striking its target destroys the fragile stasis equipment and allows annihilation to occur. The resulting explosion is only a tiny spark compared to an N2 mine, but still boasts a greater release of energy than any chemical explosive of comparable size. Though the Bohrgun itself is a substandard weapon in all respects, it is still indescribably lethal to anything on the business end of the barrel, and occasionally itself.

PLANCK PISTOL

Even as a compact pistol, the Planck Pistol's trademark size and poor balance unmistakably give it away as an N2 Shell weapon. Since nothing of a pistol's size would be capable of propelling an N2 shell any distance using conventional ballistics, the Planck Pistol is instead designed to fire specially prepared N2 Shells in custom rocket-propelled casings. Even though the construction barely leaves room for a revolving chamber mechanism, never mind a magazine, the Planck Pistol is the last word in sheer firepower per shot in a compact weapon.

With this more stable N2 Shell platform designed, Nerv Labs moved on to a rapid fire version in the form of the Penning Rifle.

NEUMANN CANNON

After the catastrophic misfire during the testing of the prototype Penning Rifle, the very concept of the N2 Shell as a form of ammunition was taken back to the drawing board by Nerv as a matter of due diligence. N2 Shells are heavy by necessity of the complicated and redundant containment systems in each shell. In an attempt to make more weapon platforms viable, Nerv engineers attempted to create a 'maximally efficient' smaller design to fill the same roll. The result lacked the penetration and high explosive properties of true N2 Shells, but the concussive shockwave they produce is rather extraordinary even if it does little more than leave the Angel shaken.

Special: Whenever an enemy is hit by this attack, regardless of whether or not the resulting attack deals damage or a hit effect, any attack that is associated with the struck Body Location is at a -20 penalty to Eva Martial/Eva Firearms tests to hit for 1d6 Intervals.

FARADAY RIFLE

Accomplishing what was once thought impossible, the Faraday Rifle managed to mix two previously exclusive technologies. Railgun technology has always specialized in moving very small objects very fast, but that same technology repurposed has managed to launch standard N2 Shells only moderately fast, which is still a huge improvement over other firing mechanisms. More importantly, the Faraday Rifle represents the first platform capable of firing N2 Shells in rapid succession without catastrophic results that lead to the destruction of the Penning Rifle and assigned staff.

DYSON AUTOMATIC

Building off of the success of the Faraday Rifle, the Dyson Automatic Cannon represents the pinnacle of N2 Shell weapons technology that the project has been aiming for since the beginning: a simple and effective delivery system capable of firing N2 Shells at a steady and rapid rate of fire. Indeed, that is all the Dyson Automatic is good for, being incapable of any other firing mode! The size of the ammunition, combined with its rate of fire, required an ammunition cache external to the weapon itself. As such, the actual ammo cache is carried on the Evas back, giving it the Mounted property, and is belt fed into the Dyson itself.

Polythermic Technology - Polythermic Technology allows the purchase of Polythermic weapons.

Like many other such projects, the 'Polythermic' weapon was designed to be the go-to in anti-Angel firepower. In theory, it would breach the enemy AT Field by soaking in ambient energy on all wavelengths, effectively lowering the strength of the AT Field directly in front of the attack. Original designs proved to be unfeasible, as no internal battery proved to be able to hold that much power without overheating and exploding. The project then moved over to making a weapon designed to overheat (but not explode).

The "Polythermic Javelin" featured this same technology and was designed to be launched from a crude rail gun. The length of the spear soaked in energy, and rather than storing that power used it to superheat the tip of the weapon. Results were lackluster. The spear weighed too much to fire very far, and the very same energy-soaking ability of the projectile caused the rail gun to discharge unevenly, resulting in crippling inaccuracy. Effectiveness varied based on environmental conditions, including a sudden exothermic spike if the weapon were in a high energy area, such as close to a fire. Worse yet, the weapon still lacked the ability to convert enough energy in the instant of contact to breach anything but the most token of AT fields. The Polythermic Weapon project was scrapped, though a successor project that attempted to utilize the same technology ended up producing the ammunition that is used in the modern Superheavy MAC. While a poor replacement for the Evangelions, Polythermic Technology proved to be a reasonably effective weapon in their hands.However, as it was designed to serve originally as ammunition, Polythermic weapons have an unfortunate tendency to melt themselves after prolonged use. For this reason, Nerv tends to buy these weapons in bulk.

Polythermic Property

This weapon soaks in ambient energy around it, such as light, electromagnetic waves, and even the exotic forces of the AT Field, to power an intense exothermic reaction. In layman's terms, it gets hot. Very hot. So hot that looking at it without protective gear can actually cause blindness, and direct contact with it can melt concrete.

When making an attack with a Polythermic weapon, the player may choose to overheat the weapon. On a successful hit, the weapon deals the Smolder condition in addition to the Hit Effect that they roll normally. If the attack was negated by a Guard using a weapon with the Defensive property, there is a 50% chance that the Defensive weapon in question is destroyed. In either case, enhancing the attack in this fashion will destroy the Polythermic weapon if it rolls Maximum damage.

Starting Equipment: Polythermic Knife

Polythermic Melee Weapons				
Name	Hands	Damage	Properties	Cost
Polythermic Knife	1	1d6+1+Str EN	Polythermic, Precise, Small, Breach(1), Surplus	1 Req
Polythermic Sword	1	2d6+Str EN	Polythermic, Proven(3), Breach(1), Surplus	1 Req
Polythermic Spear	1	1d6+2+Str EN	Polythermic, Breach(1), Throwing, Reach, Surplus	1 Req
Polythermic Axe	1	1d10+1+Str EN	Polythermic, Inaccurate, Breach(1), Surplus	1 Req
Large Polythermic Axe	2	2d10+3+Str EN	Polythermic, Breach(1), Slow, Surplus	2 Req
Flamberge	2	2d6+1+Str EN	Polythermic, Breach(1), Slow, Special	3 Req

Polythermic Ranged Weapons (Basic)								
Name	Range	H	Attack	Damage	Rld	Ammo	Properties	Cost
Sunspear Gun	2	2	Single	2d6 EN	1	4	Polythermic, Breach(1)	1 Req

POLYTHERMIC KNIFE

While seemingly simple, the difficulties in eliminating the separate energy collection are and the miniaturization of the involved technology lead to the Knife being the very last weapon to be made compatible with Polythermic Technology. Having learned from the numerous accidents in the development of previous weapons, Nerv staff reported almost no incidents regarding the Polythermic Knife.

POLYTHERMIC SWORD

Taking advantage of the advances made during the development of the Large Polythermic Axe, the energy collection process was eventually refined down to no longer requiring a separate collection area at all. The Polythermic Sword makes use of this breakthrough, making the heated blade and the collection area one and the same and is feeds directly on ambient electromagnetic energy. After early tests, a heat-resistant guard was installed to prevent overheating events from damaging the fingers of the Eva with molten metal.

POLYTHERMIC SPEAR

The original Polythermic Javelin was designed to be fired at the Angel from an electromagnetic cannon. Despite its utter lack of success, this still meant that much of the work required to manufacture the weapon had already been accomplished. While a poor projectile, the Polythermic tip and energy-absorbing shaft were already functional. Making a version of the weapon that utilized the structural improvements already pioneered by other Evangelions weapons divisions made the Polythermic Spear an easy adaptation, and the first Polythermic Weapon built for hand to hand combat.

POLYTHERMIC AXE

With the Spear completed as a proof of concept, the question came down to whether or not Polythermic technology had the flexibility to be applied to more than a single type of melee weapon. The Polythermic Axe answered this question while changing as few of the components as possible. Still reliant on the energy absorbing nature of the shaft of the weapon, the superheating effect has been expanded to cover the cutting edge of an Axe head rather than a single point like on the Spear. Production of the Polythermic Axe was slowed after increasingly frequent laboratory fires mandated the installation of improved fire suppression systems, and retraining of the staff regarding safe development practices.

LARGE POLYTHERMIC AXE

An important hurdle in the development of Polythermic technology was that of efficiency. The energy collection process required a considerably larger surface area than the focal point of the weapon, integrated into the shaft of the weapon. A larger heated area required an exponentially larger surface area for energy collection. This problem was not solved until the development of the Large Polythermic Axe, which managed to heat a significantly larger Axe head but without the correspondingly huge collection area.

The groundbreaking energy collection technique that made this possible had unfortunate side effects on laboratory equipment, resulting in power drains in one side of the lab and power surges on the other, frequently ruining sensitive equipment and destroying unshielded computers. This proved especially unfortunate after a meltdown of a weapon prototype caused the fire suppression system's electronic controls to fail, resulting in the death of two lab assistants and the destruction of valuable research data.

After reviewing this incident, Nerv demanded that all further Polythermic Weapons assembly and testing be done in an outdoor environment, in coordination with local Fire Departments.

FLAMBERG

A competitor to the Large Polythermic Axe during development, one team of developers looked backwards to medieval weapons design for inspiration on how to increase the surface area of the weapon for energy absorption. The result, with no small amount of irony, was the Flamberg. Originally referring only to the wavy, serrated nature of the blade, the Polythermic version of the weapon makes the name rather more literal.

Unfortunately, the combination of the extra surface area enhancement alongside the advances made by the rest of the Polythermic team ended up leaving the Flamberg simply too good at its job, prone to sudden flareups and occasionally backfiring onto the pilot. While only a few Flamberg weapons were ever produced, their unique properties were deemed suitable for occasional use as a specialty weapon, as their ability to set things alight is without compare.

Special: Whenever one or more of the damage die for this weapon rolls a 6, the enemy must Test Reflexes or be set On Fire. However, this surge of heat will separately deal 1d10 soft damage to the user of the weapon unless they likewise Test Reflexes.

SUNSPEAR GUN

Before Polythermic Technology was repurposed to serve as an Evangelion-held weapon, it was designed to be used on its own. The most successful implementation of which was a Polythermic javelin, fired from a crude form of rail gun. Due to the unique properties of the Polythermic payload, it turned out to be a fair poor gun, and the fired javelins turned out to be only somewhat more effective against AT Fields than conventional firepower. However, prototypes for these unique rail gun arrays were still produced, and have since been repurposed into a rifle-type Evangelion weapon. Though the rail gun tends to fire unevenly, damaging both its range and accuracy, at close ranges it can deliver a blindingly hot Polythermic spear into the enemy at high speed.

Positron Technology - Positron Technology allows the purchase of Positron Weapons.

The Positron is the antimatter counterpart of the electron. The positron has an electric charge of +1, a spin of ½, and the same mass as an electron. When a low-energy positron collides with a low-energy electron, annihilation occurs, resulting in the production of two or more gamma ray photons. The existence of positrons was first postulated in 1928 by Paul Dirac as a consequence of the Dirac equation.

Positron weapons fire a thin but dense beam of positrons with an ablative layer of ionized air around the beam to slow its loss of energy. This beam of energy is dense and powerful enough that it can even punch through the defensive bubble of an A.T. Field. However, much of the beam's energy is lost immediately after leaving the projector, and without a massive amount of starting energy a positron beam can prove ineffective against an Angel.

Positron

Positron weaponry fires a dense and powerful beam of positrons, the antimatter equivalent of electrons. At sufficiently high outputs, Positron Weaponry has the unique destructive power to penetrate an active A.T. Field.

In addition to their naturally high Breach property, Positron Weapons add their Breach rating to their damage for attacks against Barriers. On a maximum damage roll, Positron Weapons deal an automatic Critical Hit.

Starting Equipment: Positron Rifle

Positron Ranged Weapons (Basic)								
Name	Range	H	Attack	Damage	Rld	Ammo	Properties	Cost
Positron Rifle	1	2	Single Burst(3/4)	1d6+2 EN	1	10	Positron, Breach(3)	1 Req
Positron S. Rifle	2	2	Single	2d6+2 EN	2	8	Positron, Breach(3)	1 Req
Positron Smartgun	2	2	Single	1d10+1	1	6	Positron, Breach(3), Special	1 Req
Positron Ranged Weapons (Heavy)								
Positron Cannon	3	2	Single	3d6+2 EN	2	3	Positron, Line, Breach(4), Slow	3 Req
Great Positron Cannon	5	2	Single	4d10 EN	3	5	Positron, Slow Breach(6), Cooldown, Special	5 Req
Positron Melee Weapons								
Name	Hands			Damage			Properties	Cost
ESV Shield	1			Str KN			Defensive(20), Special	2 Req

ESV SHIELD

One of the hardest parts of creating a gun that shoots positrons is keeping the damn thing from blowing up. Many of the internal components of the average Positron weapon by necessity have the most sophisticated high-energy containment systems on the planet. It was only a matter of time before these advances were repurposed to serve as an Evangelion scale defense.

Truth be told, it is unlikely that you will be able to find anyone who knows what the ESV Shield is named after. Records list the acronym going back to initial development records, but no one seems to remember what it means. The name persists mostly for the sake of record consistency now.

Special: Due to its advanced energy-containment systems and reflective coating, the ESV system can be used against Energy attacks that have the Armor Piercing property. In addition, if the ESV shield is used to Guard an attack with the Line property, the attack does not continue any further.

POSITRON RIFLE

Though still more of a proof-of-concept model than a weapon, the Positron Rifle can be pressed into service as a combat system if needed. This "weapon" combines an ionizing beam to create a path, and then unleashes a stream of antiparticles from a powerful internal toroidal positron trap linked to a particle accelerator. This bulky accelerator was designed primarily for lab purposes, and for combat purposes has been wired to produce Positrons in short bursts in an attempt to increase energy efficiency. While initial tests against material targets were promising, this weapon ultimately doesn't have the firepower to capitalize on the propties that made Postrion technology worthwhile.

POSITRON S. RIFLE

While very heavy and possessing demanding requirements, the Positron-Sustained Rifle possesses impressive range and damage while retaining the ability to punch through weak A.T. Fields with minimal support. By building up a charge for a single, powerful burst of Positrons, the weapon is much more effective than any attempt to fire in succession would be. This design archetype went on to define all further Positron Weapon development. Unfortunately, a proper system to deal with the extreme amounts of energy utilized by the weapon has yet to be devised. Instead, whole banks of fuses must be replaced after each battle to prevent the weapon from shutting down when next used.

POSITRON SMARTGUN

Positrons are whimsical particles, prone to influence from all many of electromagnetic interference or other ambient distractions that can alter the course of the beam. Computer assistance beyond the normal targeting algorithms is needed to make Positron weapons aim over longer distances, a task that the Magi usually finds itself performing mid-battle.

The goal of the Positron Smartgun was to explore the upper limit of Positron accuracy by including a much more robust shot correction array linked to electromagnetic field generators near the barrel of the weapon, as well as a small supercomputer included in the frame of the weapon. In conjunction with the hardware of the Eva itself, the Smartgun is capable of controlling the projection of Positrons to a much finer degree and over a longer distance, as well as reacting to stimuli humans are too slow for.

Special: As a 1 Stamina reaction, the pilot may expend 1 Ammo for this weapon and test Eva Firearms to attempt to aid the ranged attack of an ally. The target of the ally's attack must be within the range of this weapon. On a success, the Smartgun fires a dense burst of Positrons that hits the AT Field a fraction of a second ahead of the other attack, creating a weak spot that is immediately exploited before it can fade. The ally's attack gains Breach(3) , or +3 to its Breach Rating if it already possesses that weapon property, and adds a bonus to its damage equal to the Degrees of Success on your Eva Firearms test.

POSITRON CANNON

Developed to meet increasing demand for a weapon capable of punching through AT Fields, the Positron Cannon was originally designed to be part of a static, turret like weapon. Despite testing well offensively, the Magi conclusively disproved the usefulness of such an investment in a groundbreaking series of simulations that showed that, if relied on as a stationary defense, the positron cannon had a 40% chance of being destroyed by the first Angel it fought, and a 100% chance of being destroyed by any subsequent Angels due to its inability to Guard attacks. While a setback for its original purpose, much of the same technology was later re-purposed into the Eva-portable version now in use today.

GREAT POSITRON CANNON

The Great Positron Cannon is, in every way, the final culmination of Evangelion portable positron weaponry. Resembling a massive, high powered anti-materiel sniper rifle, the Great Positron Cannon is powered by a pair of enormous, multi-tiered Toroidal Accelerator turbines which provide the required injection of high energy particles. These generators add such considerable bulk to the weapon that they must be detached and carried separately, and then cold started on site. This configuration prevents the cannon from being portably fired by an Evangelion, or even mounted on one.

Special: The Positron Cannon requires a 3 Stamina Action to be set up at a fixed location, and once set up may not be moved, though it may be realigned to aim at an enemy that is now a different facing from the original firing position. In addition, the Eva using the Great Positron Cannon may only fire from a Prone position. If the Eva using the Great Positron Cannon dodges an attack, or willing moves away from the cannon, it requires a 1 Stamina Action to later resume firing control of the massive weapon.

If selected by a Sniper Type Evangelion with the Superheavy Support upgrade, the Great Positron Cannon is still too heavy to equip normally and requires all of the same special rules described above. However the Sniper Type Evangelion may, if they deploy with no weapon in their Gunframe, make a hardline connection and treat the Great Positron Cannon as if it were a Gunframe weapon for all relevant upgrades and effects.

Progressive Technology - Progressive Technology allows the purchase of Progressive Weapons.

A marvel of engineering, a 'progressive' design is effectively a high-advanced vibrating edge. The constant oscillation of the edge has a rapid chipping effect much like a jackhammer, but several times a second. Indeed, this motion is so fast that the friction with the air often causes the surface of the weapon to become white hot when active.

Progressive Property

With a vibrating weapon, the constant oscillating motion of the blade results in multiple impacts per second to create a shredding effect more like a jackhammer than a knife. Progressive Weapons take this one step further by oscillating at such high speeds that the friction causes the blade of the weapon to become white hot.

After having rolled for damage, if the attack is a maximum damage result (all dice involved rolled their highest possible value) and would still result in no hit effect for any reason (such as being reduced to 0 by Armor, or being converted into Soft Damage by a Spread Pattern) the attack deals a Glancing Hit anyway.

The player may instead choose to reroll their damage and take the new roll instead. If the new roll is minimum damage (rolled its lowest possible result on all dice, before Proven would apply) the weapon breaks after the attack resolves. On the reroll, if the attack is a maximum damage result the attack deals a Critical Hit regardless of the Toughness or Armor of the enemy.

Starting Equipment: Progressive Knife

Progressive Melee Weapons				
Name	Hands	Damage	Properties	Cost
Progressive Knife	1	1d6+1+Str KN	Progressive, Precise, Small	1 Req
Progressive Spear	1	1d6+2+Str KN	Progressive, Reach, Throwing	1 Req
Progressive Axe	1	1d10+1+Str KN	Progressive, Inaccurate	1 Req
Progressive Tonfa	1	1d6+1+Str KN	Progressive, Small, Defensive(5)	1 Req
Progressive Sword	2	2d6+Str KN	Progressive, Proven(3)	2 Req
Progressive Lance	2	2d6+3+Str KN	Progressive, Reach, Slow	2 Req

Progressive Ranged Weapons (Pistol)							
Name	Range	H	Attack	Damage	Rld	Ammo	Properties	Cost
Flechette Pistol	2	1	Single	1d6+3 KN	2	5	Progressive, Cutter(1), Small	1 Req
Latchline Gun	1	2	Single	1d10	2	2	Progressive, Special	2 Req

PROGRESSIVE KNIFE

The standard issue melee weapon of the Evangelions, Progressive Knives represent one of the best reasons to get in close to the enemy. The blade of a Progressive Knife vibrates at such extreme speed that the friction with the surrounding area creates a heat shimmer effect, making the blade appear to be blowing hot to the naked eye. A Progressive Knife can cut through most things like paper, and even heavily armored targets can be taken down with a well struck blow.

Several different designs of Progressive platforms were tested, though the improvements of each successive version proved to be minimal to the point of being virtually interchangeable. Most such knives eventually entered service as Evangelion weapons, which does mean that there is no single universal pattern to which all Progressive knives conform.

PROGRESSIVE SPEAR

The Progressive Knife affixed to a standard Evangelion Spear shaft, the Progressive Spear is the vision of simplicity in terms of design. Extreme weapons testing shows that, after 20 or more hours of use, the vibrational frequency of the Progressive Knife causes the internals of the Spear shaft to splinter and degrade. Nerv reviewed the case, and eventually decided that given the short duration of Angel encounters the replacement cost of the Spear shafts was much lower than the research cost of coming up with a solution to the problem.

PROGRESSIVE AXE

Applying the Progressive oscillation technique to the much larger and heavier Axe weapon required careful planning. As it turned out, larger single pieces of metal such as the Axe head suffered a considerable loss of oscillation speed, and thus enhanced cutting power. This was solved in the Progressive Axe by doubling the number of oscillators and the internal power supply, but even this is a crude and inelegant solution.

PROGRESSIVE TONFA

The Progressive Tonfa uses most of the same components as the Progressive Knife, but on a different platform. The Evangelion Development Oversight Committee, appointed by the UN to consider the funding situation of the Evangelions and their equipment, for reasons that the developers do not quite understand became obsessed with the idea of a Progressive Shield. No matter how many times that Nerv tried to explain the lack of a benefit to such a device, the Committee remained resolute that such a shield would have enhanced defensive properties.

The Progressive Tonfa, while a serviceable weapon, was mainly built to showcase the defensive applications (and more importantly, the lack thereof) of Progressive Technology. While it does perform significantly better than a non-Progressive Tonfa, very little of that has to do with its ability to stop attacks.

PROGRESSIVE LANCE

The Progressive Lance was an experimental design, abandoning the harsh and thin angular blade designs of most Progressive weapons for a circular pinnacle shape. Build out of a series of increasingly small round metal sections stacked on top of each other, the segments of the Progressive Lance are all designed to oscillate independently, but in coordination with the rest of the weapon for a unified effect. While a rather heavy specialist weapon, it did indeed prove the validity of its central design.

PROGRESSIVE SWORD

Until recently, large progressive weapons were impossible to build. That changed with the innovative design of the Progressive Lance. The new Progressive Sword, also labeled the "MagorokE(xterminate) Sword" by certain members of the Oversight Committee, heralds a new age of weapons technology by integrating smaller Progressive blades into a single large cutting edge.

FLECHETTE PISTOL

One of the recent plans to advance Progressive Technology was the use of smaller, independently oscillating segments of blade that would create a greater effect when combined. This has led to the success of the Progressive Lance and Sword programs, and as a result Nerv has learned to integrate Progressive technology into blades much smaller than that of a knife. The Flechette Gun stores and fires small Progressive disks, adapting one of the most effective weapons against the Angel to a new role.

LATCHLINE GUN

The Latchline Gun looks like a much more complicated weapon that it really is. Boasting 8 barrels, it is easy to assume that it delivers on heavy firepower. Its true purpose is a very different, and time even more useful, function.

When fired, the Latchline Gun fires four barrels simultaneously, each one launching a small tungsten dart with a Progressive head that looks much like a simple screw, trailing a length of carbon cable. After sinking into the target, the oscillating motion of the Progressive head causes it to worm is way even deeper into the enemy, establishing a firm hold. Even if one or two of the darts miss, the remaining cables can be used to drag the enemy and restrict its movements.

Special: On a successful Eva Firearms test with this weapon, the Eva is tethered to the target by a set of cables. Immediately, the Eva using this weapon is moved into the same Sector as the struck enemy if they were not already so. For as long as the cables are intact both the Eva and the target are Slowed, and the Evangelion remains in the same Sector as the hit target even to the point of being dragged along with it if the target moves. The Eva may likewise drag the target around on their own turn, but remember that both the Eva and the Angel are still slowed.

If used against an enemy with the Flier trait, the Eva may test the Lift skill to drag the Angel down to the ground, leaving it exposed to melee attacks for a number of Intervals equal to 1 + their Degrees of Success on the skill test. After that time has elapsed, the Angel fights its way back into the sky and may benefit from the Flier trait as normal.

The effect of this weapon ends if the Eva or the target is caught within an Area Attack of any kind, the target teleports, or the target spends a 3 Stamina action specifically to destroy the cables. The Latchline Gun is not destroyed by this and can be used again after, ammo permitting.

Sonic Technology - Sonic Technology allows the purchase of Sonic Weapons.

A ridiculous sounding science, Sonic weapons utilize destructive vibrations to rupture and shatter objects from a distance. As different frequencies are better suited to reach the destructive resonance of different materials, one built in advantage of Sonic weapons is the ability to automatically tune itself to the optimal frequency of a target after a few seconds of exposure. Sadly, Sonic Technology is not without its limitations. The pressure waves that Sonic Weapons rely on are easily negated by an Active AT Field, even more so than conventional military weapons. While Sonic weapons carry the potential to be devastating to Angels with properly coordinated attacks, individual users may find it difficult to overcome the Angel's natural defenses.

Sonic Property

This weapon considers enemy Toughness to be 2 lower than normal for the purpose of determining whether a hit is Glancing or Critical. Sonic weapons deal no damage in Space or other vacuums, though they deals an extra +1 damage per die when used underwater due to the denser medium. However, Sonic weapons cannot ever benefit from the Breach property, regardless of rating.

Starting Equipment: Resonator

Sonic Ranged Weapons (Pistol)								
Name	Range	H	Attack	Damage	Rld	Ammo	Properties	Cost
Resonator	0	1	Single	0 KN	1	10	Sonic, Resonate, Small	1 Req
Snapgun	1	1	Single, Burst(3/4)	1d10+2 KN	1	10	Sonic, Fragile, Small	1 Req
Sonic Ranged Weapons (Basic)								
Screamer Rifle	1	2	Single, Burst(5/5)	1d10+1 KN	1	20	Sonic, Precise	1 Req
Ultrasonic Disruptor	2	2	Single	*	1	5	Sonic, Special	2 Req
Sonic Ranged Weapons (Heavy)								
Sonic Drill	1	2	Single	2d6 KN	1	10	Sonic, Scattershot	2 Req
Concussion Blaster	2	2	Single	3d6 KN	1	3	Sonic, Repulsion	2 Req

Sonic Melee Weapons				
Name	Hands	Damage	Properties	Cost
Sonic Guillotine	1	3d6 KN	Sonic, Small, Special	1 Req
Sonic Cutter	2	1d6+2+Str KN	Sonic, Precise, Fragile, Cutter(2)	2 Req
Resonator Mine	1	0	Special, Small	1 Req

RESONATOR

Utilizing sympathetic vibrations to reach the destructive resonance of a target material, the Resonator is the simplest form of Evangelion-Scale Sonic Weaponry. It also happens to be totally useless on its own. Even setting aside the natural weakness of Sonic attacks against an AT Field, a single Resonator simply lacks the capacity to trigger a destructive reaction within a target. That is not to say that the Resonator isn't the bread and butter of a Sonic armament, though. Resonators create a cross-interference pattern when used with other sonic weapons, allowing them to achieve destructive levels they would be incapable of normally.

SNAPGUN

An admittedly goofy looking weapon, the Snapgun produces quick, concentrated bursts of sound capable of opening wounds or shattering buildings from a distance. Still an early prototype weapon, it is limited by a subpar output and a tendency to shatter its internal components after frequent use.

SONIC GUILLOTINE

The Sonic Guillotine is not a conventional weapon. This set of two poles, each containing a series of resonance emitters, are meant to be placed on opposite sides of a target and then activated remotely. Each pole is collapsible, and may fit into a Wing with the Wing Loadout (Storage) upgrade. Sadly, each wing can only store one compact pole at a time, requiring the other pole to be stored elsewhere. For obvious reasons, a common tactic is to give the other pole to an ally for a synchronized attack.

Special: If the pole is already in hand, it may be planted in the ground as a 1 Stamina Action. These poles may be thrown as a spear, and due to internal gyroscopes are considered to be planted in any space in which they land.

If both poles have been planted in the ground, and are within the same Sector as each other and an enemy, they immediately activate.

When the Sonic Guillotine's activation conditions are met, choose a single enemy in the same Sector as them. That enemy takes 3d6 KN damage to the Body hit location. This 'attack' may be responded to by Spread Patterns, but not the Guard action.

After activating, the poles are rendered useless until repaired.

SCREAMER RIFLE

Looking more like a children's toy than a real weapon, the Screamer Rifle is made for the unearthly noise it makes when fired. Significantly stronger than its predecessor the Snapgun, the Screamer can fire stronger bursts of sound at a faster rate, without risk of breaking itself in the field.

SONIC DRILL

A heavy-duty sonic weapon, the Sonic Drill is designed to be fired in a continuous stream. In terms of tactical application, it serves a similar role as a flamethrower, though obviously lacking the former's ability to light things on fire. Equipped with banks of internal resonators, the Sonic Drill overcomes the natural tendency of sonic weapons to break by simply using redundant parts. After prolonged use, however, the Drill will be rendered inoperable until the internal banks are replaced.

CONCUSSION BLASTER

The project to enhance sonic technology suffered a terrible blow after a freak accident involving a new form of resonator leveled the facility. Many brilliant minds were lost, but the survivors have since pinpointed what caused the explosion and utilized it to create what will likely be the world's last sonic weapon: the Concussion Blaster.

Utilizing multiple smaller busts of sound aimed independently, the Concussion Blaster creates an overlap of very specific frequencies at a distance. Properly combined, these individual streams of sound resonate with each other and create a short lived but volatile exponential cascade effect, in short creating a massive sonic boom at the point of intersection.

SONIC CUTTER

After the undeniable success of the Sonic Guillotine design, researchers were pressed to create a version of the twin-pole Guillotine system that could be reliably used by a single Evangelion, without the need for ambushes or flanking. The solution, crude as it was, was the Sonic Cutter.

A Bident, the Sonic Cutter looks much like a giant tuning fork with sharpened prongs. Under most circumstances, it functions only as an awkward, heavy spear. However, should the user manage to catch the limb of an enemy in between the two prongs of the bident, they can activate the miniature sonic glaives built into the cutter to easy shear off body parts.

Other sonic melee weapons were planned, however they have since been cancelled due to the loss of staff during Advanced Resonator research and development.

RESONATOR MINE

Sonic weapons rely on the simple proverb of strength in numbers. On their own, sonic weapons are merely on, or slightly below, conventional ballistic weapons. But combined with even conservative use of Resonator weapons, the effectiveness of even the Snapgun rises dramatically.

The Resonator Mine is a simple yet effective way to apply that tactical advantage. This flat metal disk pulls out into a telescoping lattice that ends up liking much like a radio tower when extended. Set up properly, it can act as an omni-directional resonator for a short period of time, after which it shakes itself to pieces. Used wisely, it can open a crucial gap in the defenses of the enemy, especially if multiple Resonator Mines are used in conjunction.

Special: As a 1 Stamina action, the Resonator Mine may be placed and armed in whatever Sector that the Evangelion is standing in. Afterwards, it becomes a unique terrain effect of that Sector until such a time as it is used.

Whenever an enemy enters that Sector, or attempts to leave it, the pilot that placed the Resonator Mine may trigger its effect. All enemies within the same Sector as the Resonator at that time are treated as if they had been hit with a 0 damage attack that had the Resonate property. Afterward applying this effect, the Resonator Mine is destroyed.

ULTRASONIC DISRUPTOR

One of the first obvious applications of Sonic technology was the concept of resonance frequencies. In theory, any given material has a specific resonance frequency that, once achieved, will cause peak vibrations and can have disastrous consequences. Engineers often have to take such dangers into account in the construction off bridges or buildings, to prevent such a resonance disaster.

Nerv attempted to weaponize this concept by building a weapon specifically to achieve the resonance frequency of the material that makes up the standard Angel Core. While not the resounding success they were hoping for, the Ultrasonic Disruptor does appear to have an adverse effect on the enemy that grows stronger based on resonation strength.

Special: The Ultrasonic Disruptor inflicts a scaleable effect, determined by the number of Resonator hits currently active on the enemy (measureable by the number of bonus damage dice applies to Sonic weapons on that target). Instead of adding those d6 worth of bonus damage, the Ultrasonic Disruptor inflicts the following effects (which are not cumulative).

If no Resonator hits are active on the target, on a hit the enemy takes 2 Soft Damage and suffers from a -10 penalty to all rolls for the next 3 Intervals.

If 1 Resonator hit is active on the target, on a hit the enemy takes 4 Soft Damage and suffers from the Staggered condition for 2 Intervals.

If 2 or more Resonator hits are active on the target, on a hit the enemy takes 8 Soft Damage and suffers from the Stunned condition for 1 Interval.

Superconductive Technology - Superconductive Technology allows the purchase of Superconductive weapons.

The Evangelions themselves lack the internal power reserves to run for more than 5 minutes, and while there is plenty of room for a form of reactor the chances of it being damaged during a battle are all too likely and the result too terrible. For this reason, the Evangelions are powered by their almost signature Umbilical Cables. However, even these cables were no easy solution, requiring the means to mass produce high-energy superconductive material. Re-purposed, this same technology has another use: the delivery of a similar of power through surface conduction coils, releasing a nasty electric charge to anything unfortunate enough to be on the receiving end.

Superconductive

The outer edge of the weapon is replaced by a complex array of conductors and coils, dulling its edge but in return for something much greater: the ability to dispense ultra-high voltage shocks to the enemy on contact. While exceptionally painful, electrocuting something the size of an Angel to death is almost impossible.

Superconductive Weapons deal damage and Hit Effects, but do not benefit from Critical Momentum beyond +1. All Superconductive Weapons deal Energy Damage and possess the Armor Piercing property.

Starting Equipment: Superconductive Baton

Superconductive Melee Weapons				
Name	Hands	Damage	Properties	Cost
Superconductive Baton	1	1d6+1+Str EN	Superconductive, Breach(1), Small	1 Req
Superconductive Hammer	1	1d10+1+Str EN	Superconductive, Breach(1)	1 Req
Superconductive Prod	1	1d6+1+Str EN	Superconductive, Breach(1), Reach	1 Req
Burst Shield	1	1+Str EN	Superconductive, Defensive(10), Special	2 Req
Large Superconductive Hammer	2	2d6+2+Str EN	Superconductive, Breach(1), Overwhelming, Slow	4 Req

Superconductive Ranged Weapons (Basic)								
Name	Range	H	Attack	Damage	Rld	Ammo	Properties	Cost
Surge Projector	1	2	Single	2d6+2 EN	2	8	Superconductive, Breach(2)	2 Req

SUPERCONDUCTIVE BATON

A collapsible design built for easy storage, the Superconductive Baton delivers on the basics of high-electricity shock weapons without yet mastering the full potential. The flimsy design dents easily, which can make collapsing the weapon again difficult or even impossible, and the limited size places restrictions on the battery capacity, and thus the electric charge that can be delivered by the weapon.

SUPERCONDUCTIVE HAMMER

One of the major limitations of a Superconductive Weapon is the reliance on an internal battery for energy storage, which takes up significant space and weight. The Hammer Design turns this downside into a bonus, using the head of the hammer itself to store the heavy battery and add to both its physical impact and electrical discharge. In early versions of the weapon, the force trauma of repeated use ran the risk of disconnecting vital components inside of the weapon, but that has since been solved by filling the inside of the hammer with a shock absorbing gel, making it even heavier.

SUPERCONDUCTIVE PROD

Originally designed as a prototype for what would eventually become the Superconductive Baton, the head of this weapon is its only point of electrical discharge. Built on an expanded version of basic shock prod technology, this weapon lacks the versatility to handle anything other than direct thrusts if you want to electrocute the Angel. While it was initially discarded as the design for the reserve weapon role, it did resurface later to fill much the same function as a spear.

LARGE SUPERCONDUCTIVE HAMMER

Taking the success of the Superconductive Hammer to the next level, the Large Superconductive Hammer is even heavier and more battery packed than before. Holding a full Evangelion internal battery (and then some), the back of this large hammer has a port for plugging in one of Nerv's patented umbilical cables. While it does not need to remain plugged in during the battle, it was simply the only effective way to charge such a massive battery in a reasonable amount of time.

BURST SHIELD

Making Superconductive technology viable as an offensive weapon required even more advances in capacitor and electronics technology than went into the power cables of the Evangelions themselves. It is now possible to store a truly staggering amount of power, if only briefly, meeting the requirements for some interesting brute force ECM techniques.

The Burst Shield is the most stealth-unfriendly device ever made. Capable of sending out a short but incredibly dense electromagnetic surge, use of that function of the shield tends to fry any unshielded electronic devices. But, aimed at the enemy, it can play havoc with a host of Angelic senses that humans cannot even perceive, making it difficult for the Angel to accurately focus on you until the effect dissipates. Metaphysical Biologists describe the effect as akin to having a floodlight shone into your eyes: you know that something is there, and you might even know what it is, but that doesn't mean you can see it clearly if you look right at it.

Special: This weapon has a set number of charges, akin to the ammunition of a ranged weapon, equal to the unplugged Operation Time of the Evangelion that it is deployed to. The pilot may spend 1 Stamina, and expend one of these charges, to inflict a -10 penalty on all Ranged attacks that are aimed at any target that is within the same Sector as them, including their own Eva, until the start of their next turn.

SURGE PROJECTOR

Direct-energy weapons are not a new field of military research. Militaries around the world have been experimenting in burning their enemies to a crisp from long distances since the mid-20th century. It has just never been all that cost effective. The advent of Superconductive technology, however, makes many of older unfeasible designs both possible and reasonably practical. The surge projector is simply a scaled up electrolaser, capable of delivering a bolt of lightning into the target from what an Eva pilot would consider medium range.

Weapon Properties

Anti-Armor

This attack treats the Armor of the target as if it was half (rounded down) its normal value.

Armor Piercing

This attack ignores Armor entirely.

Area

An Area attack hit all targets (friend or foe) within a certain area, listed alongside the trait. This could be in the form of either Area(Engagement) or Area(Sector). To do this, roll Eva Firearms a single time against a target Engagement/Sector, and then apply that roll to each target within the Engagement/Sector as if it had been rolled against them. This often means that all targets are either hit or missed equally, but modifiers to hit are handled on a case-by-case basis.

Damage, Reactions, Spread Patterns and other effects likewise resolve individually. The Guard reaction may be used against attacks with the Area property, but the attack still deals half damage on a success instead of being negated entirely.

Breach

This weapon property is always displayed with an accompanying rating in the form of Breach(X). Whenever an enemy wants to use a Spread Pattern to reduce the effectiveness of this attack in some way, they gain no benefit for doing so unless they spend at least X AT Potential on the effect. Breach sets a minimum bid of ATP that the defender must meet, or they are unable to use their Spread Pattern at all. For example, an attack with Breach(4) cannot be affected by the Spread Patterns of a defender who has only 3 AT Potential remaining, because they fail to meet the minimum bid set by the Breach property.

Some attacks have a Breach rating of only 1. This is, by itself, useless but makes the attack more easily benefiting from abilities or power that increase the Breach rating of an attack.

Burning

On a successful hit that deals at least 1 damage after Armor, the target must test Reflexes or the struck Hit Location is set On Fire. This trait may only be applied to weapons that deal Energy damage. Regardless of how many times this is triggered, the target need only test Reflexes once per round at most.

Chain

A crude but effective form of attack, this weapon has traded any fine edge it might have had to instead mount a high-speed diamond-tipped titanium chain. While effective at tearing through all but the toughest of metals, it can't be fought with like a traditional weapon as it does its damage via surface contact rather than cleaving into the enemy with brute force. However, if a chain weapon gains a good purchase, it will tear through most materials like butter.

Chain Weapons do not add the Strength of the user onto their damage rolls, but on a Glancing Hit the Hit Effect is determined by either the roll result (before Critical Momentum is applied) or the Strength of the user, whichever is higher.

Cooldown

This weapon generates an enormous amount of heat when fired, and cannot be safely used again until after the end of your next turn. If used before it has finished cooling down, on an odd roll with your Eva Firearms test the weapon explodes, dealing damage to the arm(s) holding it as if struck by the weapon. Obviously, you also fail to hit your target.

Cutter

Each weapon with this trait has an accompanying rating. On a Critical Hit to a body location other than a Core, Body or Head location of an enemy (aka: hitting their limbs) this weapon gains a bonus to its Hit Effect roll equal to the rating.

Deep Burn

On any even Hit Effect roll with this weapon, you deal 3 Soft Damage in addition to whatever the rolled Hit Effect is. This Damage Pool increase does not generate Critical Momentum in time to affect the Hit that triggered this ability, only hits after this one.

Defensive

This weapon can be used to help block attacks. Each weapon with this trait has an accompanying rating. The player may choose to apply this rating as a bonus to their Evangelion's Reflexes when using the Guard action, but doing so runs the risk of damaging the weapon in the process. Whenever the player applies the bonus to Reflexes, roll 1d10 as if this weapon had the Fragile property. On a roll of 1, the weapon breaks after the Guard action resolves.

However, the bonus from this weapon cannot be applied to attacks with the Armor Piercing or Area qualities. Attempting to do so provides no bonus to Reflexes, but still triggers a d10 roll to see if the weapon is destroyed.

Explosive

Whenever a weapon with this property rolls an odd number on the die for a Hit Effect, it immediately gains a +1 bonus to that roll.

Fragile

Every time this weapon is used to attack and succeeds on its Eva Martial or Eva Firearms test, roll 1d10. On a roll of 1, the weapon breaks itself after the attack resolves.

Fright

This property may only belong to attacks made by Angels. If the attack hits the target and does damage, the target must test Bravery or suffer from the Fear condition for 1 1d6 Intervals.

Implosion

This weapon affects an entire sector, as if it has the Area(Sector) trait. In addition, if the Eva Firearms test to hit is successful, even if no damage or Hit Effect results, all Eva scale units in that Sector are moved into a single Engagement. After begin forced into the Engagement, they must test Balance or become Prone.

Inaccurate

This weapon cannot benefit from the Aim action.

Infrequent

This property always comes with a Rating, displayed as Infrequent(X). After being used, weapons with this property cannot be used again for X Intervals, regardless of whether or not the attack hit. In addition, this attack may not be used for Attacks of Opportunity. This property may only be applied to attacks used by Angels, and is the Angelic equivalent of the Slow property.

Whenever an Angel would gain the Infrequent property from multiple sources for the same attack, they take the highest Rating among those sources and add +1 for each additional instance of the Infrequent property that would be added to the attack.

Line

This ranged attack just keeps going and going and going. Attacks with the Line property are listed with a rating, such as Line(1). Attacks with the Line property replace their normal range with affecting a number of Sectors in a single direction on the Sector Row. The attack may roll and resolve up to one attack against one enemy per affected Sector, always including the sector in which the attack began. For example: an Angel in Sector 4 with a Line(2) attack would be able to roll a single attack with that weapon again a single Eva in Sector 4, another attack against an Eva in Sector 5 and another attack against an Eva in Sector 6. Or they could fire the other direction, affecting Sectors 4, 3 and 2 instead.

Longshot

This weapon has an incredibly long range, longer than the pilot can even make practical use of without assistance. As a 2 Stamina action, the player may ask the Magi to calculate a firing solution against a specific enemy at extreme range. If the GM says that the Magi give a positive firing solution, on the next turn that player may use this weapon to roll a ranged attack at an enemy at truly extreme range, such as on another continent or even in orbit. Numerous conditions, such as physical obstacles or impairing weather patterns can make it hard to lock on to the Angel, preventing the Magi from formulating a firing solution, and even with a positive firing solution from the Magi the pilot must still test Eva Firearms to hit their target.

Mounted

A Mounted weapon is a ranged weapon that is either so massive or so heavy that the Evangelion cannot reliably wield it even using both hands. While with time to prepare any Mounted Weapon may be set up to be fired from an immobile position, for Evas on the go the weapon is instead attached directly to the Eva through a system of supports. These weapons decrease the Eva's Reflexes by an amount listed as their Rating as well as making them be Slowed for as long as the weapon is equipped.

Nightmarish

As Fright, but the Fear condition lasts for a number of Intervals equal to three times the Empathy bonus of the Angel.

Overwhelming

Attacks with this property are not so easily defended against. If the attack successfully hits the target, even if the target successfully reduces the damage of the attack to 0 through a Spread pattern or Armor, the target still takes a Glancing Hit to the hit location rolled. A successful Guard reaction, as well as any active Absolute Defense, prevents Overwhelming from applying.

Polythermic

This weapon soaks in ambient energy around it, such as light, electromagnetic waves, and even the exotic forces of the AT Field, to power an intense exothermic reaction. In layman's terms, it gets hot. Very hot. So hot that looking at it without protective gear can actually cause blindness, and direct contact with it can melt concrete.

When making an attack with a Polythermic weapon, the player may choose to overheat the weapon. On a successful hit, the weapon deals the Smolder condition in addition to the Hit Effect that they roll normally. If the attack was negated by a Guard using a weapon with the Defensive property, there is a 50% chance that the Defensive weapon in question is destroyed. In either case, enhancing the attack in this fashion will destroy the Polythermic weapon if it rolls Maximum damage.

Positron

Positron weaponry fires a dense and powerful beam of positrons, the antimatter equivalent of electrons. At sufficiently high outputs, Positron Weaponry has the unique destructive power to penetrate an active A.T. Field.

In addition to their naturally high Breach property, Positron Weapons add their Breach rating to their damage for attacks against Barriers. On a maximum damage roll, Positron Weapons deal an automatic Critical Hit.

Precise

Weapons with this property need only 2 Degrees of Success, instead of the normal 4 DoS, on a Standard Attack to select their struck Body Location instead of determining it randomly.

Progressive

With a vibrating weapon, the constant oscillating motion of the blade results in multiple impacts per second to create a shredding effect more like a jackhammer than a knife. Progressive Weapons take this one step further by oscillating at such high speeds that the friction causes the blade of the weapon to become white hot.

After having rolled for damage, if the attack is a maximum damage result (all dice involved rolled their highest possible value) and would still result in no hit effect for any reason (such as being reduced to 0 by Armor, or being converted into Soft Damage by a Spread Pattern) the attack deals a Glancing Hit anyway.

The player may instead choose to reroll their damage and take the new roll instead. If the new roll is minimum damage (rolled its lowest possible result on all dice, before Proven would apply) the weapon breaks after the attack resolves. On the reroll, if the attack is a maximum damage result the attack deals a Critical Hit regardless of the Toughness or Armor of the enemy.

Proven

This weapon is especially well engineered, and is based on an extensively tested design. Each weapon with this trait has an accompanying rating, and should it ever roll a number on any of its damage die lower than its Proven rating, that die is treated as having rolled a value equal to the rating instead.

Push

On Glancing Hit, the target is moved out of any Engagement that they might be in unless they spend 2 AT Potential to negate the effect. On a Critical Hit, the target is moved away from the attacker by 1 full Sector, unless they spend 5 AT Potential to reduce the effect of this property to being the same as a Glancing Hit.

Reach

This weapon may be used to make a melee Standard Attack from Range 0 as if it were Engaged, but otherwise does not count as being in the Engagement for the purpose of special attacks or effects.

Recharge

This weapon takes time before it can be fired again. In the round immediately after it has been fired, it may not be used.

Repulsion

As Area, but the attack forces those affected away from the center of the blast. A Repulsion(Engagement) weapon would, on a hit, force all affected to disengage after the attack resolved and they must test Balance or become Prone.

A Repulsion(Sector) weapon is a bit more tricky. On a hit, after the attack resolves the attacker must make a second Eva Firearms test. On a success, the attacker gets to choose a Sector adjacent to the target Sector and move all affected targets to that sector. On a failure, the affected targets must still move to an adjacent sector (and cannot remain where they are even by choice) but they get to pick which Sector they are moved to. Either way, after being moved the affected must test Balance or become Prone.

Resonate

This weapon deals no damage directly. Rather, on a hit, until the start of your next turn all other weapons with the Sonic property (including other Resonators) deal +1d6 damage. Multiple hits in a short period of time can stack to a maximum of +3d6 damage. Rolls made to hit with this weapon have a +20 bonus.

Scattershot

This weapon's attack has a small spread, deadly at point blank range. When fired at an enemy that is within the same Sector, deal +1 damage for every DoS on the Eva Firearms test to hit.

Small

Weapons with this Property may be stored in an Evangelion Wing that has the 'Storage' loadout.

Slow

This weapon may not be used to make multiple attacks in the same action (even in conjunction with another weapon).

Sonic

This weapon considers enemy Toughness to be 2 lower than normal for the purpose of determining whether a hit is Glancing or Critical. Sonic weapons deal no damage in Space or other vacuums, though they deals an extra +1 damage per die when used underwater due to the denser medium. However, Sonic weapons cannot ever benefit from the Breach property, regardless of rating.

Stasis

Instead of dealing damage, if this attack hits the target is Slowed for 1d6 Intervals and lowers their Reflexes by 10 until they are no longer Slowed. Multiple hits of a Stasis weapon do stack, and if the target's Reflexes is reduced to 0 then that target is considered Stunned.

Superconductive

The outer edge of the weapon is replaced by a complex array of conductors and coils, dulling its edge but in return for something much greater: the ability to dispense ultra-high voltage shocks to the enemy on contact. While exceptionally painful, electrocuting something the size of an Angel to death is almost impossible.

Superconductive Weapons deal damage and Hit Effects, but do not benefit from Critical Momentum beyond +1. All Superconductive Weapons deal Energy Damage and possess the Armor Piercing property.

Surplus

For one reason or another, Nerv has a large supply of these weapons. More than enough, actually. Whenever this weapon is destroyed, whether it be as a result of an inherent property, player action, or Angel ability, it can be easily replaced. Using the Resupply action to replace such a broken weapon costs 0 Requisition, no matter how many times in the same battle such a weapon is replace. The Eva may not benefit from this property so long as the weapon is intact, even if it is in the possession of another Eva.

In addition, when purchasing a weapon with this property, the player may choose to spend 1 additional requisition for an extra weapon of the same profile (regardless of the normal cost of the weapon) so long as they are capable of deploying with both. The copy may be replaced just as easily as the original in the event of a breakage.

Tether

A target hit by this weapon suffers from limited mobility. The user can chose to either fling the hit target 1 Sector in a direction of their choice, or treat the target as Immobilized until the start of your next turn.

Throwing

This weapon is designed to be thrown at the enemy in addition to its role as a melee weapon. It may be thrown using a Throwing skill test in place of Eva Martial, and has a Range of 1. It still deals normal damage in the event of a hit, though it does not count as a melee attack for any ability that would benefit from such. This cannot be applied to Natural Weapons.

Weapon Upgrades

Over the course of development, the R&D teams of Nerv and its subcontractors made various small tweaks and improvements to their designs which, ultimately, did not make the final cut for mass production. Pilots can request these modified weapons by purchasing Upgrades with their Requisition. Purchased Upgrades affect a single weapon and do not affect any subsequent resupplies of that weapon, including those purchased through the Surplus property. Melee weapon Upgrades may only be applied to melee weapons, and ranged weapon Upgrades may only be applied to ranged weapons. Natural Weapons and Unarmed attacks may not be Upgraded. Unless otherwise stated, a given weapon may only have each Upgrade applied once at most.

Melee Weapon Upgrades	
Name	Cost
Detonator	1 Req
Enhanced	1 Req
Reinforced	1 Req
Throwing	1 Req

Ranged Weapon Upgrades	
Name	Cost
Bayonet	1 Req
Enhanced	1 Req
Increase Ammo	1 Req
Markerlight	1 Req

Bayonet: You may affix a Small melee weapon, the cost of which is included in this Upgrade, to your ranged weapon. The bayonet loses access to the Precise and Defensive qualities if it normally has those, and it may not be Upgraded nor removed. If the ranged weapon is destroyed, the bayonet is destroyed as well. Finally, this Upgrade may not be applied to Heavy Weapons nor may Mine type weapons be attached.

Detonator: The weapon is equipped with a small bomb that serves to increase its impact at a critical moment. Before rolling a Hit Effect caused by this weapon, you may choose to detonate it as a 0 Stamina Reaction. Add +1 to the Hit Effect, but afterwards the weapon is destroyed. This destruction cannot be avoided by any means, including the Reinforced Upgrade.

Enhanced: Increase the Breach rating of this weapon by 1. This Upgrade may only be applied to weapons that already possess the Breach quality.

Increase Ammo: Increase the Ammo capacity of Basic or Small ranged weapons by 50%. Increase the Ammo capacity of Heavy weapons by 25% (minimum 1 additional capacity). Weapons without a Single Shot attack instead increase their Ammo by 2, regardless of their weapon type.

Markerlight: The pilot may target any enemy within the range of their weapon as a 1 Stamina Action and hit with the Markerlight automatically. The data from the Markerlight may grant one ally a +10 bonus to one Eva Firearms test against this enemy this turn. Even if multiple Markerlights hit the same target, no ally can be granted more than a +10 by markerlights in a round.

Reinforced: The weapon is made with collapsible blades, strengthened parts, or integrated fail-safes that keep it in working condition. The first time that it would be destroyed by any effect in a session it instead remains unharmed. This Upgrade may be purchased multiple times, with each purchase protecting against one destruction.

Throwing: The weapon gains the Throwing quality.

SIDEBAR - Improvised Weapons

In rare instances, when the pilot finds their Eva totally unarmed, they may scramble to find something nearby to bash the Angel's skull. This is not usually a very successful endeavor, as the Eva's incredible size means that objects sufficiently large and dense enough to serve as weapons are not very common. Most prospective improvised weapons fall into one of the following categories...

Weak: By and large, the most common result of using an Improvised weapon. Simply put, a train is never going to be effective as a weapon against the Angels, no matter how cool you feel swinging it around like a set of nunchucks. Improvised weapons of this type deal an amount of damage equal to your Eva's Strength. No more, no less. Cars, trees and most rocks fall into this category.

Small: Actually serviceable as a weapon, these hard and dense objects are most likely very large rocks, or chunks of building. Generally, they have to be about the size of an Eva's fist to be anything worthwhile, anything smaller instead counting as Weak. Weapons of this type deal 1d6-3+Strength in damage.

Large: Tough and big, these weapons are almost actually fairly effective, but unfortunate are very difficult to find in the field. Finding any natural formation to serve this role is basically impossible, and often the Eva will have to do something extremely desperate like pick up a Battleship to acquire a weapon of this kind. Weapons of this type deal 1d6+1+Strength in damage.

All Improvised Weapons have the Throwing quality. In general, acquiring and using an Improvised Weapon will result in Mild or even Moderate Damage depending on the object being used and whether and how much anyone is going to miss it.

Nerv Resources

Nerv, as a special division operating under the United Nations, draws on a truly enormous amount of resources gathered from all over the globe to fund its defense against the Angels. It is no secret within the walls of Nerv HQ that entire third world countries are bankrupted and left to fend for themselves to provide what the Evangelions need to remain operational. However, the sheer scale of Evangelion operation and deployment means that even with all of these supplies to draw on, actual deployable resources at a given time can be scarce.

Nerv Resources, once gained, can be spent to either perform special group tactics or call in additional support from Nerv itself.

Spending Nerv Resources

At the start of each Evangelion battle, the team begins the fight with an amount of **Nerv Resources** equal to 2 + (3 per player). This Nerv Resources Pool may be spent over the course of the battle for special actions or bonuses.

Using abilities purchased with Nerv Resources often takes Stamina, which will be listed below as normal, but there is a special exception. Options with a listed action of '0' take no Stamina, but may still only be triggered on the player's turn. Options that have a listed action of '**Setup**' have no Stamina cost but must be paid in for Nerv Resources and activated by the end of the first Round of combat, as they represent an investment of resources that requires significant preparation by Nerv.

Nerv Resources can only be spent during a player's turn, and only by the player whose turn it is. Only one Nerv Resources option may be purchased each turn, though the group may collectively make multiple Nerv Resources purchases per round.

Nerv Resources			
Name	**Stamina**	**Effect**	**Cost**
Extra Umbilical	Setup	The battlefield contains an extra Umbilical Port	2
Field Support	Setup	Deploy Mobile Support Stations to the battlefield.	4
Magi Consultation	Setup	Roll three times on the Magi Analysis chart before the battle.	4
Magi Update	1	Roll three times on the Magi Analysis chart and pick one.	1
Tank Barrage	1	Call in a tank strike to distract the Angel.	3
Barrier Plate	0	Deploy a wall of cover at your location.	3
Precision Targeting	0	Give your next attack computer targeting assistance.	2
Eject Plug	1	Attempt to Eject a Pilot's entry plug.	4
Remote Care	1	Flood a pilot's system with drugs to remove either the Stunned state or 1 Fatigue.	2
Supply Truck	1	Ship resources directly to the Eva.	1
Cut Synch	1	Lower the synch of a pilot, either your own or someone else.	2

Extra Umbilical

Nerv Resources Cost: 2

Effect: As a Pre-Battle action, a player may choose to spend 2 Nerv Resources to devote extra Nerv Resources to the fight. The battlefield is counted as having one extra Umbilical Port. This option may only be utilized within the Base of Operations, or similar locales where Evangelion-useable Umbilical Ports have been installed in advance.

Field Support

Nerv Resources Cost: 4

Effect: As a Pre-Battle action, Nerv deploys Mobile Support Platforms, giant batteries on trucks with a short length of cable, to power the Evangelions in the field. Any Evangelion connected to a Mobile Support Platform is treated as being plugged into an umbilical, but only for a total of 5 rounds. After that, the support platform runs out of power, and the Evangelion must rely on internal batteries as if unplugged (and indeed, should feel encouraged to unplug at this time). For each purchase of this option, the Evas receive a number of Mobile Support Platforms equal to the Evangelions fielded.

Tank Barrage

Nerv Resources Cost: 3

Stamina: 1

Effect: The Evangelion calls in fire support from conventional forces. These waves of fire, while individually quite weak, are enough to get the Angel's attention. As the Angel lashes out at the offending source, destroying that tank squadron entirely, the Angel is at a -20 penalty (which stacks with all other penalties) to their Attacks of Opportunity for 5 Intervals.

Eject Plug

Nerv Resources Cost: 4

Stamina: 1

Effect: The player may request that the Entry Plug of an Evangelion (either their own or that of an ally) be ejected for safety reasons as a 1 Stamina Reaction. If the Entry Plug is successfully ejected, the pilot is removed from play for the rest of the combat, and the Evangelion powers down and may not function (but is not considered to be Defeated).

If the Evangelion is currently Berserk, there is only a 30% chance that the Entry Plug ejects.

If the pilot is conscious and wishes not to be ejected, they may actively resist the ejection by locking themselves in the Evangelion. If they do so, there is only a 50% chance that the ejection succeeds.

Barrier Plate

Nerv Resources Cost: 3

Effect: The player may, on their turn at no Stamina cost, request a Barrier Plate to be deployed from Nerv HQ. Immediately, a nearby section of the city slides upward, creating a thick wall of metal for the Evangelion to hide behind. As long as the Evangelion remains Engage with the Barrier Plate, they are treated as having an extra 4 Armor against attacks from enemies not in the same Engagement. Any attack with the Anti-Armor quality, or any attack that deals 10 or more damage, that hits the Eva as it makes use of this plate destroys the plate. This option may only be utilized within the Base of Operations.

Only one Evangelion may benefit from a single Barrier Plate at a time.

Precision Targeting

Nerv Resources Cost: 2

Effect: The player may, at no Stamina Cost, enhance their targeting system with information from Nerv's tactical supercomputers: the Magi. The player rolls their next Eva Firearms or Eva Martial test this turn twice, and takes the better result.

Remote Care

Nerv Resources Cost: 2

Stamina: 1

Effect: The pilot may direct Nerv to utilize the on board medical systems built into all Nerv plugsuits and entry plugs to revive a comrade. The designated player removes 1 Fatigue, or may choose and remove a single condition from the following list: Dazed, Stunned or Catatonic. While this action may be used to apply these effects to the player who requests it, it should be noted that a Catatonic or Stunned individual may not take actions of any kind, including this one. Conditions with a duration not measured in Intervals (such as any effect whose duration is measured in hours or days) are too extreme to be affected by this ability.

Supply Truck

Nerv Resources Cost: 1

Stamina: 1

Effect: Nerv dispatches forces on the ground to drag some of the smaller Evangelion equipment directly to the Eva in the middle of battle. The drivers of these supply convoys are fearless by reputation, and have a life expectancy only slightly longer than the average mayfly. As a 1 Stamina Action, the pilot may immediately receive a knife, pistol, or fresh clip of ammunition. Ammunition may be chosen indiscriminately, but a knife or pistol may only be requested if such a weapon has already been purchased, or the pilot has enough unspent requisition this battle to buy it on the spot. Only weapons based on researched technologies may be acquired in this manner.

Magi Consultation

Stamina: Pre-battle

Nerv Resources Cost: 4

Effect: When this Nerv Resources option is purchased, roll three different results on the Magi Analysis table. The players are informed of the results, and the information those results provide, before Requisition expenditures for deployment are finalized.

Magi Update

Stamina: 1

Nerv Resources Cost: 1

Effect: During the battle, as a 1 Stamina Action or Reaction, any pilot may expend this ability option to immediately roll 1d100 three times, and then apply a single roll of their choice to the Magi Analysis Table. In the event that two or more rolls have the same result, reroll all but one of those rolls.

Cut Synch

Stamina: 1

Nerv Resources Cost: 2

Effect: The player may inform Nerv that a fellow pilot's Synch Ratio has become dangerously high, and request that it be forcefully diminished. The designated pilot reduces their Synch Ratio by 2d10, though they may Test Resolve to resist the effect if they so choose. This action may be applied to the user.

<u>The Magi</u>

Magi Supercomputer Analysis Table	
Roll	**Effect**
01-05	Learn the Armor score of the Angel.
06-10	Learn the Toughness score of the Angel.
11-15	Learn the Strength score of the Angel.
16-19	Learn the Reflexes score of the Angel.
20-23	Learn the Intelligence score of the Angel.
24-27	The GM reveals the details of one Attack of Opportunity trait associated with the Angel.
28-32	Learn the size of the Angel's AT Potential pool.
33-36	The GM reveals one Spread Pattern belonging to the Angel, as well as how it works.
37-40	The GM reveals one AT Power belonging to the Angel, as well as how it works.
41-44	Learn whether or not the Angel possesses an Absolute Defense.
45-48	Learn how many different AT Powers (but not Spread Patterns) the Angel has access to.
49-52	Learn how many different Melee attacks the Angel has access to.
53-56	Learn how many different Ranged attacks the Angel has access to.
57-60	Learn all of the special properties of the Angel's highest damage dealing attack.
61-66	The GM reveals one Defense Trait belonging to the Angel, as well as how it works.
67-72	The GM reveals one Maneuver Trait belonging to the Angel, as well as how it works.
73-78	The GM reveals one AT Trait belonging to the Angel, as well as how it works.
79-87	Learn the ATS score of the Angel.
88-89	The GM reveals one Contact trait belonging to the Angel, as well as how it works. If the Angel possesses no Contact traits, roll again.
90-91	The GM reveals one Subversion trait belonging to the Angel, as well as how it works. If the Angel possesses no Subversion traits, roll again.
92-93	The GM reveals one Terror trait belonging to the Angel, as well as how it works. If the Angel possesses no Terror traits, roll again.
94-95	Learn all Angelspawn Modifiers applied to the Angelspawn of this Angel. If the Angel possesses no Angelspawn Modifiers, roll again.
96-97	The GM reveals the details of all Core Traits belonging to the Angel.
98	The GM selects one option of their choice as if the players had rolled it.
99	The players select one option of your choice as if you had rolled it.
100	Roll again twice.

Chapter 9: The Heat of Battle

Rounds, Turns, and Intervals

Players with a lot of RPG experience will have a pretty solid idea of how rounds work. A turn order is established, and then the players and the enemies all go in some order until the battle is completed. Get ready to unlearn those conventions, because Adeptus Evangelion doesn't do that.

Combat in Adeptus Evangelion is measured in distinct Rounds, in which each player gets a single turn. No 'initiative' or equivalent mechanic exists. Instead, at the beginning of each **Round** all players gain 2 additional AT Potential (up to their maximum ATP) and their Stamina pool refreshes back to 3 Stamina. Then, the players decide among themselves which of them will go first. This is usually as simple a matter as a player volunteering to act and then not being opposed, but feel free to discuss your plans and options. If an agreement cannot be easily reached, those players who wish to act first may each roll 1d100, with choice going to the lowest roll. Regardless of how it is determined, the first player to act now takes their Turn.

During their **Turn**, a player may spend Stamina in order to take Actions. Many of these Actions can be found on the Actions List later in this chapter, but certain Talents and Upgrades will make new Actions available to the player. Not all Stamina needs to be spent during your Turn, as Stamina can be useful for Reactions. Reactions, unlike Actions, can be used even when it is not your Turn. However, you only get one Turn each round, so if you wish to use an Action you only get one chance to do so: during your Turn for that round. Because Stamina refreshes at the start of the Round rather than the start of your Turn, it is possible to use Reactions before your Turn come around, but doing so obvious reduces the Stamina available to you during your Turn.

After each player Turn, the Angel gets what is known as an Interval. At the start of each **Interval**, the Angel gains 2 Stamina and 1 AT Potential. They then have the option to spend this Stamina on an action immediately, or to not do so and instead save this Stamina up for a later Interval. To prevent Angels from stockpiling Stamina to absurd levels, they are limited to storing 3 Stamina at a time, though some Angels may be able to increase this maximum amount through unique traits.

Angels may use the same action more than once in a given round, but not in a given Interval. So an Angel may make a Standard Attack now, but regardless of their remaining Stamina must wait until at least the next Interval (after a player has had their turn) in order to use that action again.

After the Angel has completed their Interval, the players choose a new player to take their Turn, limited to those players who have not yet gone this Round. This continues until all Players have taken their Turn, at which point a new Round begins. Angels get their Interval after each player Turn even if the player did not do anything that turn, so long as that player's Evangelion has not yet been Defeated.

Evangelion Down!

When an Evangelion is Defeated, the Angel no longer benefits from the interval that they would have gained at the end of that player's turn. In the event that an Angel is reduced to having only a single Interval a round due to the adjusted size of the party, that Angel gains 1 additional Stamina on their single Interval than they otherwise would.

Any effect that lasts until the start or end of a given player's next turn ends immediately upon that player being defeated.
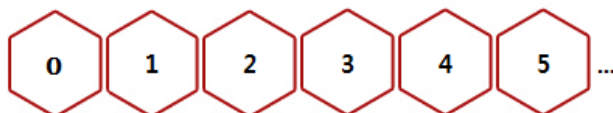
The Battlefield Map

With the Evangelions and the Angel assembled, in the coming combat it is important for all of the players and the GM to know where they stand. Movement and positioning is what makes tactics possible, separates melee from ranged, and makes the whole experience of combat feel more engaging. As an intentional choice, AdEva is built to handle its movement and positioning in a way that does not require a visual map or similar prop. This is primarily to not disadvantage our numerous online players by requiring they use an extra tool to handle maps and tokens, but even games played around a table should find the system described below functional and satisfactory.

SECTORS

The central premise of many AdEva fights is that the Evangelions, deployed by Nerv, are attempting to prevent a single powerful Angel from reaching something of great importance and danger that is hidden deep within the Base of Operations. The Sector system is built with that in mind.

To keep track of the battlefield, the battle is divided up into a number of spaces referred to as **sectors**. These sectors are ordered numerically, and proceed in a line like so.

Proceeding from smallest to largest, they form a single row of spaces. The battlefield can accommodate however many sectors that the GM wishes or, if the battlefield moves significantly, that the situation calls for. The default presumption, however, is that the Angel is approaching from the greater numbered Sectors, approaching a goal or boundary line of special significance that remains at Sector 0 of the map. In the Base of Operations, Sector 0 often plays the role of Terminal Dogma, which houses whatever it is that your Nerv Base is meant to be protecting from the Angels. For lack of some special buried alien artifact, Sector 0 could simply be Nerv Headquarters itself, the destruction of which would have catastrophic consequences for the organization.

Even outside of the Base of Operations, there are still goals that the Angel should be stopped from achieving. Perhaps the pilots are attempting to stop the Angel before it reaches a civilian population center and prevent massive collateral damage. Perhaps the pilots are protecting a valuable shipment of supplies, or an Evangelion still under construction. Perhaps there is no physical object to guard, but rather that reaching Sector 0 indicates that the Angel has breached the line of defense established by Nerv and the Evangelions must be hastily redeployed to fight it again later at the Base of Operations.

Should the nature of the battle or the tactics of the Angel not make a specific goal to guard relevant, do not feel required to assign a special significance to Sector 0. In such cases, the row of Sectors can go on in both directions as far as integers and common sense allow, and the battlefield simply becomes a place where the fighting happens.

While certain previously established rows might be saved and used again in later Angel fights, this need not be the case. Even using the Base of Operations as an example, the Angel can reasonably run into different obstacles and terrain simply by approaching the Base of Operations from a different direction. In this way, the battlefield and its contents can be fresh every fight, or certain familiar battlegrounds can be relied upon as known quantities.

Each Sector may have unique properties, known as **Terrain**, which can help or hinder those that are within that sector. This could take the form of an automatic bonus or penalty that applies within the sector, or the opportunity to perform some action within the sector that is not normally available outside of it. Some effects of Terrain are not immediately relevant to the battle but still might impact your tactics, such as a Sector that suffers extra from Collateral Damage.

For ease of play, GMs should always prepare the number of Sectors and their contents in advance of the fight.

MOVEMENT AND POSITIONING

Once the array of Sectors and their contents has been explained to the players, it is time for deployment. Depending on the nature of the battle, the GM may either tell the players what sector(s) their Evas begin play in, or give the players a choice of sectors to deploy their Evangelions to at the start of the fight.

After the start of the fight, moving between Sectors requires an action of some kind. Often this will be the simple Move action, which allows a player to move a single Sector up or down the row. Moving a distance equal to more than a single Sector usually requires the Run action or a similar ability.

But not all movement need be so far. Each Sector represents an area of significant size, and not all space within it is equal. While being in the same Sector as your enemy is enough for many abilities, sometimes you need to explicitly get closer.

Engagements

Moving to an Angel, Eva, or other specific location inside of a Sector in AdEva is known as entering an Engagement with that thing. This does not necessarily mean that you are literally on top of them, but rather that you are close enough to interact with them directly as you see fit. Engaged does not mean that you are static either, two enemies that are Engaged with each other can still be having a hectic melee battle, even if their relative range to each other does not change significantly during the course of it.

Ranged weapons may be used against an enemy Engaged with you, but often suffers based on their class. Pistols may be used without penalty in an Engagement, and the same goes for all Angel attacks and AT Powers. Basic weapons may be used in an Engagement at a -10 penalty. Heavy Weapons may not be used in Engagements at all, due to their size and clumsiness.

Engaged is the only Range in which Melee attacks can normally be made. Moving either into or out of an Engagement requires the Engage action.

RANGE

Range refers to how far away from a given target you can be and still use a given attack or ability. In the Sector system, this is usually measured by the number of Sectors away from your target that you can be and have the ability still work. Ranges apply in both directions of the Sector Row equally. For example, an Eva in Sector 6 with a weapon with a Range of 3 could target any enemy within 3 Sectors of it, making everything in Sectors 3 through 9 a valid target.

Some abilities list their Range as 0. This means that it may only target something that is within the same Sector as you.

Other abilities, as a special case, will list their range as Engagement. This means that they can only be used against something that you are Engaged with. Even if you are in the same Sector as your target, if you are not Engaged with them you may not use an Engagement power.

SIDEBAR – Falling Damage and Effects

Given the size and construction of the Eva's, as well as the protection provided by their AT Field, simple gravity is usually not enough to destroy them. However, the impact can still damage key systems and weaken the structural integrity, as well as slam the pilot with force. Evangelions rarely fall any significant distance without special circumstances, so the following table is more for the GM's reference than a common occurrence.

As the distance that the Eva has fallen increases, so does the damage taken and the effect on the pilot.

Distance	Damage
Short	Such as being thrown from the top of a tall building, or falling off of a cliff. 2 Soft Damage
Low Altitude	Such as being dropped from a plane flying below the clouds. 1d6 Soft Damage, +1 Strain
High Altitude	Such as being dropped from a plane flying well above cloud cover. 2d10 Soft Damage, Pilot must test Physique or be Dazed, +2 Strain
Orbit	Such as being dropped to the ground from space. 2d6+5 Kinetic Damage, Pilot gains an Injury, and must Test Physique or gain an additional Injury. +3 Strain

Common Battlefields

The players and their enemies, while essential to the battle, are not the only important elements. Where a battle is fought, the conditions and terrain, these can be the difference between an easy battle or a hard one, victory and defeat. Even if not exactly ground shaking, an interesting battlefield can add spice and context to an otherwise standard fight.

While it is assumed that the Base of Operations is defending something important, and that said base is well defended and equipped, Nerv can easily have reason to engage the Angels elsewhere in the world. Perhaps that particular Angel is far enough to fight safely, without endangering Nerv's resources. Or maybe the Angel is attacking some other city or installation that has petitioned Nerv for aide. Whatever the reason, a properly set up Battlefield can be a fun and interesting addition to your encounter. Sometimes simple, sometimes the defining feature of the fight, the following rules are provided to help flesh out the ground you stand on. Or lack thereof.

Each battlefield Profile will describe the following:

Nerv Resources: The Amount of Nerv Resources available to the players in any combat that takes place on this manner of Battlefield.

Modifiers: Any special equipment that the Evangelions receive for free as part of deployment to this Battlefield, or other small mechanical rules in play.

Terrain: Lists of example Terrain effects that might apply to Sectors in this Battlefield. GM's can use as many, or as few, of these Terrain effects as they see fit, and should feel encouraged to come up with their own unique terrain whenever they feel the need.

Base of Operations

Nerv Resources: 3 Per Evangelion +2

Modifiers: May use Nerv Resources and equipment that are only available in the Base of Operations. One free Umbilical Cable per Evangelion. All Collateral Damage rules are in full effect in the Base of Operations.

The Base of Operations is the home of the Evangelions in your setting, and most likely the most common battle ground in your campaign. Many of the basic rules of the game are already written under the assumption of fighting in the Base of Operations, so there is little need for modification.

The most important aspect of the Base of Operations is that equipment that can only be used there is now available. This includes access to certain Nerv Resources options, such as Barrier Plates, the highest natural amount of Nerv Resources points for any Battlefield in the game, and other more esoteric structures and effects should your group contain an Operations Director.

In all other respects, the Base of Operations is likely treated as if it were a City Battleground, including for Terrain and Conditions. Certain Terrain unique to the Base of Operations is listed below.

Unique Base of Operations Terrain

Terminal Dogma: An Angel reaching this Sector and spending a full round there is at risk of initiating an Impact event. What, precisely, this means depends on the nature of your campaign.

Deep Nerv: The vitals of your base of operations, which were not really meant to be a battlefield. If an Angel successfully reaches this point, Devastating Collateral results.

Last Line of Defense: The Angel may not proceed beyond this point deeper into the base without first spending a 3 Stamina Action to clear the way. If they do, Heavy Collateral Results even if no further movement is taken.

Umbilical Port: This sector houses a spare umbilical. An Evangelion who is Engaged with this Umbilical Port may replace their umbilical Cable as a 1 Stamina. Once used, or if subject to an Area or Line attack, this terrain is removed from the map.

Supply Cache: This sector houses a delivery system for Evangelion Scale equipment. An Evangelion who is engaged with this Supply Cache may trade in any of their current weapons for a full Requisition refund, and immediately re-spend that Req on new weapons as a 3 Stamina Action. Once used, or if subject to an Area or Line attack, this terrain is removed from the map.

Nerv Outskirts: Does not count as the Base of Operations for relevant abilities or collateral damage, but Umbilical Cables extend this far.

Barrier Plate: This Sector has a hidden Barrier Plate. As a 1 Stamina action or Reaction, an Evangelion in this Sector may deploy the Barrier Plate and immediately engage with it. Once used, this terrain effect has no further effect other than that of the Barrier Plate Nerv resources ability.

Mobility Trap: Nerv has prepared something to slow down the Angel, using such methods as bakelite sprayers, harpoon guns, or possibly a complex gravity trap or some kind. Regardless of the means, if the Angel begins an Interval inside of this Sector, they (any anyone engaged with them) become Immobilized for 1d6 Intervals and this Terrain has no further effect.

Offensive Trap: Nerv has prepared a damage dealing trap to weaken the Angel, possibly in the form of massive gun emplacements, a precise missile strike, or a tank ambush. Regardless of the means, if the Angel begins an interval inside of this Sector, they (and anyone engaged with them) take 10 Soft Damage and this Terrain has no further effect.

Power Plant: A vital power station for the Base of Operations. Simply by being present at the start of the fight, the players have an additional 3 Nerv Resources to spend on that encounter. However, should the power planet be destroyed by a direct attack against it, all Umbilicals cease providing power for the remainder of the fight.

Sector Profile – Example Base of Operations	
Sector(s)	**Description**
0	Terminal Dogma. An Angel reaching this Sector and spending a full round there is at risk of initiating an Impact event.
1-2	"Deep Nerv". The vitals of your base of operations, which were not really meant to be a battlefield. If an Angel successfully reaches this point, Devastating Collateral results.
3	Base of Operations - Last Line of Defense. The Angel may not proceed beyond this point deeper into the base without first spending a 3 Stamina Action to clear the way. If they do, Heavy Collateral Results even if no further movement is taken.
4-5	Base of Operations. No special effects.
6	Base of Operations - Supply Cache. An Evangelion who is engaged with this Supply Cache may trade in any of their current weapons for a full Requisition refund, and immediately re-spend that Req on new weapons as a 3 Stamina Action. Once used, or if subject to an Area or Line attack, this terrain is removed from the map.
7 - 8	Base of Operations. No special effects.
9	Nerv Outskirts. Does not count as the Base of Operations for relevant abilities or collateral damage, but Umbilical Cables extend this far.
10+	Undeveloped. Collateral Damage triggered here cannot exceed Mild, but Umbilicals may not be used by Evangelions in these sectors.

City

Nerv Resources: 3 Per Evangelion

Modifiers: One Support Platform per Evangelion. Cover provides +3 armor. All Collateral Damage rules are in full effect in a City.

Cities present a bit of difficulty in an Evangelion fight. Packed with buildings, they can provide excellent cover to hide from the Angel in. However, that cover may very well still be full of people, and drawing fire to it is often discouraged.

Collateral Damage is a serious concern in cities, and easy to cause even unintentionally. The pilots are put on their best behavior to keep themselves restrained in their attacks, while at the same time lacking the extra support that fighting in the Base of Operations provides.

City Terrain

Skyscraper: Any Evangelion that becomes Engaged with this building, keeping it between them and the enemy, gains +2 Armor vs Ranged attacks. However, on a successful Critical Hit against an Evangelion benefiting from that armor, the Skyscraper is destroyed and removed from the map, inflicting Moderate Collateral.

Reinforced Buildings: These structures are designed to be hard to bring down, and provide special protection. Anyone taking cover while Engaged with Reinforced Buildings gains +4 Armor instead of +3.

Inhabited Area: This sector contains a vulnerable and populated target, such as a residential area, a hospital, or an evacuation center. Should this sector be subjected to an area attack, or if the Angel should enter it, an additional Mild Collateral result is rolled at the end of the battle.

Dense Block: This sector is a tightly packed collection of buildings, with numerous smaller roads and alleyways for foot traffic and cars, but nothing that can fit something the size of an Evangelion. Not easily, at any rate. Any Move or Run action that takes you into this Sector stops you in it, even if you have additional movement left over, though starting your turn in this Sector allows you to move out as normal. Leaving this Sector by any means that does not ignore terrain causes Moderate Collateral.

Visual Barrier: The skyline of this section of the city breaks line of sight to everything on the other side, preventing a clear shot. Ranged Attacks cannot be aimed at enemies that are in sectors beyond the Visual Barrier sector, unless you are using an attack with the Line quality. If this sector is subjected to a Line or Area attack, the Visual Barrier is destroyed and no longer provides any effect.

Escape Zone: If the Angel reaches this Sector, as a 3 Stamina action they may leave the battlefield entirely, escaping pursuit by the Evas for the time being.

Mobile Support Platform: This platform serves as a power supply to the various Umbilical cables. If hit by an attack that deals 8 or more damage, all active Umbilicals are destroyed and no new ones can be used for the remainder of the fight.

Undeveloped

Nerv Resources: 2 Per Evangelion

Modifiers: One Support Platform per Evangelion. Cover provides +1 armor. In an Undeveloped Battlefield, Collateral Damage may not result.

An Undeveloped battlefield is both a blessing and a curse. So far out from the rest of civilization, the Evangelions can afford to rough the place up a bit without casualties. However, Nerv also lacks proper installations to support those areas, and natural terrain can lead to hazards that pilots are unaccustomed to, leaving them at something of a disadvantage. The UN, at least, appreciates the gesture of not draining their funding more than necessary.

Undeveloped Terrain

Lake/River: This sector contains a body of water which may be engaged with by a player. While Engaged with the Lake, that player is treated as Slowed, but may spend 1 Stamina to remove the Smolder or On Fire conditions on their turn.

Difficult Terrain: Either thick swamps or uneven rocks, a Sector of Difficult Terrain imposes a -10 Reflexes penalty on anyone within it, but they may not be Charged either.

Unstable Terrain: A sinkhole or an avalanche waiting to happen, Unstable Terrain has a risk of collapse. Anyone who is hit by an attack while in Unstable Terrain, or attempts to use the Run action to move into, out of, or through Unstable Terrain, but test Balance or fall Prone.

Dune: This large mound of sand or snow provides no significant impediment to the Evangelions. However, any fall that ends on top of a Dune sector results in no damage.

Poor Footing: The soft ground here makes for poor footing. Reflexes and Finesse are at a -10 penalty.

Head Above Water: The Run action may not be used. Any weapon dropped here is considered lost for the rest of the fight.

Visual Barrier: A small mountain or other obstruction breaks line of sight to everything on the other side, preventing a clear shot. Ranged Attacks cannot be aimed at enemies that are in sectors beyond the Visual Barrier sector, unless you are using an attack with the Line quality. If this sector is subjected to a Line or Area attack, the Visual Barrier is destroyed and no longer provides any effect.

Escape Zone: If the Angel reaches this Sector, as a 3 Stamina action they may leave the battlefield entirely, escaping pursuit by the Evas for the time being.

Mobile Support Platform: This platform serves as a power supply to the various Umbilical cables. If hit by an attack that deals 8 or more damage, all active Umbilicals are destroyed and no new ones can be used for the remainder of the fight.

Chasm: A canyon or pit makes moving past this Sector difficult. Anyone attempting to use the Run action to move through this Sector must test Jump. On a failure, they end their turn in this sector and are treated as Prone.

Sector Profile – Example Beachhead	
Sector(s)	**Description**
0	Escape Zone. If the Angel reaches this Sector, as a 3 Stamina action they may leave the battlefield entirely, escaping pursuit by the Evas for the time being.
1	Mobile Support Platform. This platform serves as a power supply to the various Umbilical cables. If hit by an attack that deals 8 or more damage, all active Umbilicals are destroyed and no new ones can be used for the remainder of the fight.
2 -3	Umbilical Range.
4	Umbilical Range. Sandy Beach – The soft ground here makes for poor footing. Reflexes and Finesse are at a -10 penalty.
5	Sandy Beach – The soft ground here makes for poor footing. Reflexes and Finesse are at a -10 penalty.
6-7	Water Shallows – The Run action moves you one fewer Sector than it normally would. Reflexes and Finesse are at a -10 penalty.
8 – 10	Head Above Water – The Run action may not be used. Any weapon dropped here is considered lost for the rest of the fight.
11+	Deep Blue Sea – C Type equipment required to effectively function beyond this point.

Combat Actions and Stamina

The Evangelions are nearly as fast as they are powerful, but even they have a limit as to what they can accomplish in a short time. This limitation is often the fault of the pilot within. Piloting an Evangelion is physically and mentally exhausting, due to the nature of the synchronization link and the Pilot feeling the body of the Evangelion as if it were their own.

Each round, at the start of their turn, the player gains 3 **Stamina** to spend how they see fit. Stamina can be spent on Actions, with the Stamina cost of the Action directly relating to its complexity or difficulty. Stamina does not need to all be spent on your turn, and indeed some actions (known as Reaction Actions) require you to leave Stamina unspent so that the Action can be activated when it is not your turn. However, any unspent Stamina you have is wasted and removed whenever your next turn starts.

In addition, there are multiple classes of Action which divide available actions into easily reference-able categories. The action classes are Attack, Movement, Reaction, and Other.

Attack: Actions that allow the player to attack the enemy, or modify how they attack the enemy, are known as Attack Actions. While not listed here, the use of many Offensive AT Powers or Talents also count as Attack Actions.

Movement: Actions that require the player to move a significant distance, even if the movement itself is not the goal in and of itself, are known as Movement Actions.

Reaction: Actions that can be used by players with leftover Stamina after their turn has ended are known as Reaction Actions.

Other: Many actions do not cleanly sort into one of the above classes, and are simply of class Other.

Angels and Intervals

As is common of them, Angels do not follow the same Action rules as players. An Angel does not have a single turn upon which it acts. Instead, the Angel acts across the round in a series of what are known as Intervals.

An Interval takes place at the end of every player's turn during the Round. At the start of each Interval, the Angel gains 2 Stamina and 1 AT Potential. They then have the option to spend this Stamina on an action immediately, or to not do so and instead save this Stamina up for a later Interval. To prevent Angels from stockpiling Stamina to absurd levels, they are limited to storing 3 Stamina at a time, though some Angels may be able to increase this maximum amount through unique traits.

Angels may use the same action more than once in a given round, but not in a given Interval. So an Angel may make a Standard Attack now, but regardless of their remaining Stamina must wait until at least the next Interval (after a player has had their turn) in order to use that action again.

Due to Angels not having a turn to call their own, any effect with a duration measured in Rounds is measured in terms of the player whose turn the effect was triggered on (or whose turn immediately preceded the Interval it was triggered on). For example, if a player's attack subjects an Angel to the On Fire condition, the effects of that condition trigger on that player's turn each round rather than every Interval of the Angel. Conditions that specifically affect the 'next turn' of the Angel apply to the next Interval of the Angel, and that Interval alone.

Evangelion Down!

When an Evangelion is Defeated, the Angel no longer benefits from the interval that they would have gained at the end of that player's turn. In the event that an Angel is reduced to having only a single Interval a round due to the adjusted size of the party, that Angel gains 1 additional Stamina on their single Interval than they otherwise would.

Any effect that last until the start or end of a given players next turn end immediately upon that player being defeated.

Actions List

The following combat actions are available to all players, needing no additional abilities or talents to unlock.

Name	Stamina	Type	Effect
Aim	1-2	Other	Steady your aim for a more accurate attack.
Assistance	1-2	Reaction	Provide ally with a bonus to their next roll.
Basic Attack	2	Attack	Make a simple attack.
Burst Fire	3	Attack	Fire a burst of bullets.
Called Shot	3	Other	Aim a single attack at a specific body location.
Charge	3	Attack/Movement	Rush an enemy and attack.
Engage	1	Movement	Move either into or out of an Engagement.
Enter Grapple	2	Attack/Movement	Begin grappling an enemy.
Escape Grapple	1	Other	Attempt to get out of a Grapple.
Full Auto	3	Attack	Spray a Sector with gunfire.
Guard	1	Reaction/Movement	Attempt to dodge the next attack against you.
Let Go	0	Other	Let a held item fall to the ground.
Maintain Grapple	1	Other	Prolongs the effect of a Grapple.
Move	2	Movement	Move into an adjacent Sector.
Plug In	2	Movement/Other	Fall back and grab a new Umbilical.
Reload	See text	Other	Reload a ranged weapon.
Resupply	2	Movement/Other	Fall back and gather equipment or ammunition.
Run	3	Movement	Move multiple Sectors.
Simple Action	1	Other	Perform a simple action that has no significant risk of failure.
Stand	1	Movement	Get up from Prone
Standard Attack	2	Attack	Make a single melee or ranged attack

Aim: The Evangelion lines up a single shot to improve its accuracy. This can be taken as a 1 or 2 Stamina action, providing either a +10 or +20 bonus to the next Eva Martial or Eva Firearms test made by this Eva, even if it would not be made this round. However, this bonus is lost if the Eva moves (either willingly or unwillingly).

Assistance: The pilot provides all the help they can to an ally, providing them with a bonus to the next skill test they roll. Assistance may only be used when within the same Engagement as the ally you wish to help. It also requires you to have unspent Stamina to use to fuel the action on the ally's turn when they make the roll in question.

If Assistance is used as a 1 Stamina Action, the provided bonus is +10. If Assistance is used as a 2 Stamina Action, the provided bonus is +20.

Basic Attack: The Evangelion makes a simple attack, testing Eva Martial or Eva Firearms as appropriate to the weapon used. On a success, it hits. On a failure, it misses. See the Damage section for more on attack resolution once a hit has been confirmed. While the Basic Attack is listed here, it is not an action the player will usually take. Basic Attacks are typically made as part of another Combat Action, Talent, or Attack of Opportunity. As a point of clarification, the Basic Attack does not benefit from any Talent that modifies a Standard Attack. If a Ranged Weapon does not have a Single Shot attack mode, it cannot make a Basic Attack as its own action.

Burst Fire: The Evangelion unloads a stream of bullets into the target. This may only be done with ranged weapons that have the Burst attack mode. Some weapons can only be used with the Burst Fire action, indicated by an absence of the "Single" attack mode in their Attack column. Using Burst Fire results in a Primary and a Secondary attack.

Resolve the Primary attack as a Basic Attack. For the Secondary attack, look to the Burst Attack profile listed in the weapon's Attack column as Burst (X/Y).

The first value (X) is the Burst Size. Every time Burst Fire is used, that much ammunition is used up regardless of whether or not the attack hits.

The second number (Y) is the Burst Damage, which determines the damage of the Secondary attack. The damage dealt by the Secondary attack is equal to the Burst Damage of the Weapon plus the Degrees of Success on the Eva Firearms Test.

Once the Burst Damage is added up, apply it as a second attack that automatically hits. The Secondary attack, by default, hits the Hit Location shown shown on the dice (do not reverse the digits). The target may use defensive options such as Guard or Spread Patterns as normal.

The weapon will always use its full Burst Size if able. If remaining ammunition for the weapon is currently lower than the Burst Size, then the Burst Fire action cannot be used.

Called Shot: The player may, either in melee or at range, line up a single attack to hit a specific target. By spending 1 Luck, and 3 Stamina, the player may make a Standard Attack but decide what body location that attack will hit instead of determining it randomly.

Charge: If you are in a Sector that is adjacent to one containing an enemy, you may use spend 3 Stamina to move into the enemy's Sector and immediately form an Engagement, followed by a melee Basic Attack at a -10 penalty to Eva Martial.

Engage: The Evangelion maneuvers around an enemy or object of note. When in the same Sector as an enemy, ally, object or piece of noteworthy terrain, that pilot may spend 1 Stamina to form an Engagement with that enemy/ally/etc. This action is also used to join an already existing Engagement in your Sector, or to leave an Engagement that you are already a part of without leaving the Sector that contains it.

Enter Grapple: The Evangelion may attempt to initiate a grapple against an enemy in the same Engagement as them. This attack may be stopped by a successful Guard and automatically fails against an opponent with an active Barrier. You may not grapple an opponent that is more than one size category larger than you.

To initiate the Grapple, the Evangelion must have at least one hand free, and test Eva Martial. If the Eva has both hands free for the grapple, it gains a +10 bonus to this test. If the Eva (which is Average sized) is of a larger size than its target, they also gain a +10 bonus. If the Eva has a greater Strength than its target, they gain yet another +10 bonus or even a +20 bonus of their Strength is greater by 3 or more.

On a failed Eva Martial test, the initiator provokes an Attack of Opportunity from the target, and nothing else happens. On a success, both participants in the grapple suffer the following restraints:

- When one party of the grapple moves, the other is moved with them.

- Both participants are in Overlap and Slowed.

- One arm must always be dedicated to the Grapple. This means that two handed weapons may not be used, and at least one arm must be empty at all times. If both hands are in use when the grapple begins, one hand must drop what it is holding.

- Only Unarmed Attacks, Natural Weapons and Angelic Attacks may be used in a grapple. Any attack my be used against targets outside of the grapple at a -10 penalty.

If the initiator wishes to remain in Grapple, they must use the Maintain Grapple action on their turn after this one. If the initiator ever fails to use the Maintain Grapple action, or either participant is knocked Prone by an attack (attempting to become Prone willingly through the Drop action does nothing), the Grapple ends.

Escape Grapple: If engaged in a Grapple initiated by an enemy, the Eva may test either Eva Martial or their Tumble skill. If the opponent is either a larger Size category or has a higher Strength than the Eva, the Eva suffers a -20 penalty.

Full Auto: You dedicate enough ammo to the situation that precise aiming is no longer an issue. This action may be used with any weapon capable of Burst Fire, and performs as a Burst Fire attack except for the fact that extra damage is only generated for every 2 Degrees of Success instead of every 1, and it hits all targets (friend and foe alike) within the same Engagement as an Area attack. Success of the attack, body location, and damage are all determined individually on a per-target basis within the Engagement, just like any other attack with the Area quality.

Guard: The Evangelion attempts to turn or dodge out of the way of an incoming attack. If attacked while still possessing unspent Stamina, whether by an attack on the enemies turn or an attack of opportunity, the Eva may use Guard to Test Reflexes. On a success, the attack misses entirely. In the event of an Area attack, on a success the Eva takes half damage (before Armor is applied) instead of ignoring the attack entirely.

Let Go: More the absence of an action than a timely endeavor, on their turn a pilot may simply choose to let a held item (such as a weapon or clip of ammo) drop from their hands to the ground. This will not damage that item or cause it to misfire, though that only goes for Nerv-issue equipment. Adeptus Evangelion does not recommend dropping a bus full of children, should you somehow happen to be carrying one.

Any dropped item remains in the Sector in which you left it, in the same Engagement as you until you move. Should anyone else wish to recover it, they must first form an Engagement with that item, and then pick it up using a Simple Action.

Maintain Grapple: The Evangelion remains in Grapple to prolong its effects for one more round. In order to successfully maintain the grapple, the initiator must pass an Eva Martial test with all of the same modifiers relevant when they began the grapple. On a failure, the grapple ends. This action may only be taken when the Eva is already in Grapple, such as from the Enter Grapple action.

Move: The Eva dashes across the battlefield, achieving a new position. As a 2 Stamina action, the Eva may move from their current Sector into an adjacent sector, moving one sector either up or down the row.

Plug In: If the Evangelion is within the Base of Operations, they may use this action to fall back and plug in using another Umbilical Port. This moves the Eva into an adjacent sector that does not contain an enemy and is still within the Base of Operations, and then they immediately plug in and return to external power, recharging their battery back to full. If, between Umbilicals currently in use and Umbilicals destroyed this battle, no more available Umbilical Ports exist this action may not be taken.

Reload: You replace the clip of a single ranged weapon with a new one. You must have a spare clip available, presumably stored in a wing dock when you deployed, to use this action. Reload usually takes only 1 Stamina to perform, but certain especially cumbersome weapons take additional Stamina. See the weapon in question for which applies.

Resupply: If the Evangelion is within the Base of Operations they may use this action to fall back and access a supply cache or equipment deployed to them directly via launch port. This moves the Eva into an adjacent sector that does not contain an enemy and is still within the Base of Operations, and then may retrieve the requested item.

You may only ever gain a single item from this action at a time, but what that item is may vary. This could be a Weapon you already have purchased through Requisition or received for free as Starting Equipment but did not deploy with this battle. If you have unspent Requisition for this battle, you may spend it at the time you use this action to receive a weapon of appropriate cost, though you may not re-spend or reallocate already spent Requisition.

Finally, you may choose to use this action to gain an extra clip of ammunition for a ranged weapon, though it must still be reloaded as normal.

Run: The Evangelion devotes their turn to moving as far as possible. As a 3 Stamina Action, the Evangelion moves up to 2 Sectors in a direction of their choice.

Simple Action: A Simple Action is a general sort of action which covers anything that is significant enough to be worth doing, but is so easy or uncomplicated that it would never require a roll because there is no reasonable chance of failure.

Examples of Simple Actions include retrieving a weapon from a wing dock, safely storing an already held item in a wing dock, passing an item to an ally in the same engagement as you, or dropping Prone of your own free will.

Given the abstract nature of the relative positioning system, it is likely that other situations not covered by the default actions will also present themselves. In such cases, ask yourself whether or not what you are attempting is complex enough to require a roll, or whether it can be handled as a Simple Action?

Stand: When Prone, the Evangelion may use the Stand action to rise to their feet.

Standard Attack: The Evangelion makes a single ranged or melee attack, testing Eva Martial or Firearms as appropriate to the weapon. On a success, the attack hits. On a failure, it misses or otherwise fails to meaningfully connect with the target. See the Damage section for more on attack resolution once a hit has been confirmed. If a Ranged weapon does not have a Single Shot attack mode, it cannot make a Standard Attack.

If you roll 4 or more Degrees of Success on your Standard Attack, you can choose to Focus or Blitz.

-**Focus**: When you Focus, you may choose the Hit Location your attack lands on instead of determining it by reversing the dice digits. Both melee and ranged weapons can Focus.

-**Blitz:** When you Blitz, you may roll your weapon's damage a second time and apply it to the hit location shown on the dice (do not reverse the digits). Slow and ranged weapons may not Blitz. Unless noted in an Angel's description, Angels may not Blitz with their Standard Attacks.

Attacks and Damage

Attack Modes

Not all weapons attack in the same way. This is particularly true for firearms, where a single weapon may have multiple firing modes. Ranged weapons will have one or more of the following Attack modes listed in its entry. If an attack mode is not listed for a given weapon, that weapon may not attack in that fashion.

Single Shot (Single): The weapon may fire a single shot or volley as a Standard or Basic Attack. While the weapon may be making a number of attacks, a Single Shot attack represents the minimum volume of fire needed to be effective. This uses up 1 ammunition, hits on an unmodified Eva Firearms test, and deals the damage listed for that weapon. All special abilities apply as normal. Unless otherwise stated, all bonuses to damage apply only to Standard and Basic Attacks, and never the damage provided by Burst Fire or Full Auto Fire.

Burst Fire: The weapon may fire continuously at a large volume. Like with Single Shot, the ammunition recorded in the weapon's entry is not representative of the number of rounds actually fired. It merely records how many effective barrages you can make. While the full details can be found in the Actions section, remember that the weapon's Primary attack is resolved as a Basic Attack and only benefits from Talents that modify Burst Fire attacks.

Full Auto: Remember that only weapons with a Burst Fire mode can make Full Auto attacks. While many talents that modify Full Auto also apply to Burst Fire attacks, be sure to read the Talent descriptions to check if they apply to your action and if they modify the Primary or Secondary attack.

One Handed Rules

Evas who use a two handed melee weapon in one hand, or a two handed basic weapon in one hand, use only their Eva Martial/Firearms score at a -20 Penalty. Evas may not use Heavy weapons one handed.

Attacks of Opportunity

In the chaos of battle, there arise certain situations where a specific action leaves the user especially vulnerable to enemy attack. In such times, you can expect the enemy to take advantage of this fleeting opportunity. We call these swift reprisals "Attacks of Opportunity".

While the general mechanics of Attacks of Opportunity share certain similarities, players and enemies in Adeptus Evangelion approach Attacks of Opportunity very differently. Players are generally assumed to outnumber their opponents in all but the rarest of Angel encounters, and maintain a significant action advantage because of this. As such, Players have a more limited ability to make use of Attacks of Opportunity compared to the Angels that they face.

Regardless of the nature of the Attack of Opportunity, at no point may one Attack of Opportunity provoke another Attack of Opportunity by any participant in the battle. Attacks of Opportunity always resolve after the event or condition that triggered them, not before. Finally, unless a rules element states otherwise, Attacks of Opportunity are always Basic Attacks. If a weapon cannot make a Basic Attack for any reason, no Attack of Opportunity can be made, even if a relevant Trigger is present.

Angel Attacks of Opportunity

All Angels have a certain number of Attack of Opportunity triggers. Unlike players, there is no limit to the number of Attacks of Opportunity that an Angel can make in a given round. Any attack listed under Weapons is viable for an attack of opportunity, unless it has the Infrequent weapon quality. They may use either melee or ranged attacks for this purpose, so long as their target is within the normal range of their weapon.

An Angel cannot make more than one attack of opportunity against a specific target as a result of the same turn. So even if a player triggered more than one Attack of Opportunity as a result of their actions on their turn, the Angel would still only make a single Attack of Opportunity against them.

Angels generally have a small number of triggers for their Attacks of Opportunity, but select them from a large pool. As such, there is no way to know what will trigger an attack of Opportunity from a particular Angel until you have already done so. Good luck with that.

Player Attacks of Opportunity

All players have exactly 1 Attack of Opportunity available each round, regardless of the speed of their Eva. Unless otherwise stated, Players may only make an Attack of Opportunity with a melee weapon.

Unlike Angels, Players have no natural triggers to use their Attack of Opportunity. They can only gain the ability to use their Attack of Opportunity by purchasing talents that give them a specific trigger. Regardless of how many triggers they possess to provoke an attack, the player still only has one Attack of Opportunity available each round.

Damage

The Angels show no mercy in their assault, and as such Evangelion fights tend to be especially brutal. For all of their armor and power, against the force of an Angel's attacks an Evangelion's defenses stand for little. In any extended fight, an Evangelion managing to not suffer the loss of a limb or a similarly crippling injury is often a sign of a flawless victory.

Whenever an Evangelion Scale attack is made, it uses the following progression:

1: The Attacker tests the relevant score to hit the opponent (either Eva Martial for melee attacks, or Eva Firearms for ranged attacks). If this test fails, the attack misses entirely and the attack action is wasted.

2: The Body Location hit by the attack is usually determined by reversing the digits of the original skill test used to hit (such that a 36 on the test would become a 63 for hit location). In any situation where there was no original attack roll, there are multiple attacks being made for a single attack roll, or it is otherwise unclear what Body Location is to be hit by the attack, roll 1d100 for Hit Location separately. In any case where the determined Body Location is an invalid target for the attack (such as already being destroyed) roll 1d100 to determine a replacement Hit Location. You may need to repeat this step as necessary.

Result	Location
01-10	Head
11-20	R.Arm
21-30	L.Arm
31-35	Cable*
36-70	Body
71-00	Legs

3: If you hit your target, they may attempt to use any Defensive Actions (such as Guard) they have prepared at this time to neutralize your Attack. If this fails, or they have no such actions prepared, you roll damage against them.

4: Roll the damage of your attack, and reduce the resulting amount by the Armor of the Target. If the remaining number (known as the Effective Damage) is greater than or equal to the Toughness of the Target, you deal a **Critical Hit** so long as they have achieved Minimum Momentum (described below). If the Effective Damage is less than the Toughness of the Target, you deal a **Glancing Hit**. If the Effective Damage is reduced to 0 or below, no hit results. The attack has failed to accomplish anything.

Hits impose a random negative effect on the target, based on their severity, damage type, and location struck. The damage type will either be Kinetic or Energy, and is listed with the attack.

The severity of the Hit depends on whether it is Glancing or Critical. Both forms of hits roll on the same Hit Effect chart for the relevant location and damage type, but a Glancing Hit rolls only a 1d6 while a Critical Hit rolls a 1d10. The higher your roll, the more severe the nature of the effect will be.

As the battle continues, these rolls will be modified by a value called 'Critical Momentum'.

Critical Momentum and the Damage Pool

The randomized Hit Effect system presented here makes each Critical Hit a potential threat, and is sure to keep your players on the edge of their seats. However, leaving the Hit Effect entirely up to fate each time means that combat becomes slow, and must wait on the few and far between high rolls to destroy limbs and defeat an opponent.

To usher the battle to a swift and brutal conclusion, the following rule is always in place. Every participant in a battle has a temporary score called Critical Momentum, as well as a pool called Damage. At the start of a battle, Critical Momentum for each participant is zero, and so is their Damage. Whenever they are hit by an attack, the player hit adds any damage they take after applying Armor or any other Defensive Actions to their Damage pool. All damage taken by a player is applied to the same Damage pool, regardless of what body location was struck.

On its own, the Damage pool does nothing. However, for every 15 points in their Damage pool, the Critical Momentum of that player increases by +1.

Critical Momentum does not benefit the player that has it, rather it benefits future attacks by the enemy. When Hit Effects against you are rolled, either Glancing or Critical, your Critical Momentum is added as a modifier to the roll. Damage from an attack is always factored into the Damage Pool, and the resulting Critical Momentum determined, before rolling any Hit Effect of that attack.

In this way, you become more likely to defeat an enemy the longer you fight it, even if you only land Glancing Hits.

Angels and other E-Scale opponents also make use of Critical Momentum against the players.

Minimum Momentum

While it is the goal of the players to bring the battle to as swift a conclusion as possible, instant victory is often less than satisfying. A sudden and expected stroke of good luck in the first round killing a player, or worse yet the Angel they are fighting, is only going to leave a bad taste in everyone's mouth. A particularly crippling, but non-lethal, Critical Hit is only slightly better so early in the fight.

As such, the last rule in regards to Hit Effects and Critical Damage is what is known as Minimum Momentum. Simply put, until a target has at least +1 Critical Momentum (a Damage Pool of 15 or more) they may not be subject to Critical Hits. Instead, so long as they fall beneath Minimum Momentum any Hit Effect rolled against them is a Glancing Hit, regardless of the comparison to their Toughness.

Minimum Momentum greatly reduces the likelihood of a One Hit Kill or similarly unlikely effect from ending the fight before it even begins, ensuring that the first few blows traded are a buildup to what is to come. In theory a single, powerful blow can still result in a Critical Hit on the first attack, but the damage done would have to be truly huge to result in a Damage Pool of 15 after Armor so quickly.

Soft Damage

Certain abilities and effects result in an increase to the Damage Pool of the target, but do not provoke a Hit Effect regardless of how much damage is done. For convenience, such damage is known as "Soft Damage". Soft Damage increases the damage pool, and thus Critical Momentum, but is incapable of dealing any Hit Effects. Soft Damage contributes to the easy downfall of the enemy in the long run, but is unable to defeat the enemy by itself.

Unless otherwise stated, Soft Damage is never reduced by Armor.

EVANGELION HIT EFFECTS

Evangelion -Energy, Head

Result	Hit Effect
1	The Eva is disoriented, taking -10 to all tests until the end of their next turn. This stacks with all other penalties, even itself.
2	The Eva is dazzled, taking a -20 to both Eva Martial and Eva Firearms until the end of their next turn.
3-4	The Eva's head chars. The head Smolders for 1d6 Intervals. Synch Disruption +5. Strain +1.
5	The Eva's systems short, blinding the Eva for 4 Intervals. Synch Disruption -10. Strain +1.
6-7	The Eva's brain overheats and becomes sluggish. The Eva is Dazed until the end of their next turn. Strain +1.
8	The Eva's head bursts into flames, and the Eva is now On Fire! Synch Disruption +10. Strain +2.
9+	The Eva's head explodes with a wet pop. The Eva is defeated, and the pilot gains 3 Fatigue and 2d10 Stress from the pain.

Evangelion – Energy, Body

Result	Hit Effect
1	The heat is bad for the Eva's Internals, lowering the Eva's Toughness by 2 for 1d10 Intervals.
2	The Evangelion's armor becomes soft as it heats up, lowering its Armor by 2 for 2d6 Intervals. Strain +1.
3	The Eva's armor glows red hot, the Body Smoldering for 1d6 Intervals. Strain +1
4-5	The temperature in the entry plug spikes, forcing the Eva to devote energy to cooling it. The Eva is Dazed for 3 Intervals. Synch Disruption -5. Strain +1.
6	The energy and heat overloads the battery! If the Eva is unplugged, it loses 1 round of battery life. If the Eva is still plugged in, the Umbilical burns out. Synch Disruption -10. Strain +1.
7	The Eva's skin and armor boils and pops, and its body Smolders for 2d6 Intervals. Strain +2. Synch Disruption +10.
8	The Eva's internals begin to boil. The Pilot gains 1 Injury, Synch Disruption -10.
9	The Eva is now On Fire! Strain +3. Synch Disruption +10.
10	The attack burns clean through the body of the Eva and sets the torso on fire. The Eva is defeated. The Pilot gains 2d6 Stress and must test Physique or gain 1 Injury.
11+	**Plug Breach.** The Eva is more cinder than flesh, out of the fight. The Pilot within gains 2d10 Stress, and must additionally roll 1d6. One a 1, the pilot is fine. On a 6, the pilot suffers Critical Injury. On any other result, the pilot gains 1 Injury.

Evangelion - Energy, Arms

Result	Hit Effect
1-2	The arm sparks from energy being dumped into it and goes numb. -10 to Eva Firearms and Eva Martial until the end of your next turn. Synch Disruption +5. Strain +1.
3	The wing pylon on this arm melts, becoming useless. Whatever is in that Wing Dock is destroyed or lost for the remainder of the battle. If that wing was unused, treat the Hit Effect roll as if it were 1 instead.
4-5	Electronic mechanisms in the arm short out and the arm spasms. Anything held in that arm is dropped on the ground, and the arm may not be used for 3 Intervals. Strain +1.
6 – 7	The armor on that arm melts, painfully exposing vital mechanisms and muscles. The arm Smolders for 1d6 Intervals. Synch Disruption +5. Strain +2.
8	The entire arm becomes wreathed in flame, and somewhere in the arm vital hydraulics boil and pop. The arm is Broken until repairs can be made. Synch Disruption +10. Strain +2.
9+	The arm is vaporized, sending both the Evangelion and its pilot reeling in shock. The arm is Broken and destroyed, the pilot gains 1d6 Stress. Synch Disruption +15. Strain +3.

Evangelion - Energy, Legs

Result	Hit Effect
1-3	Slowed for 1d6 Intervals. Synch Disruption -5. Strain +1.
4-5	The leg buckles, and the Eva is Immobilized for 1d6 Intervals. Strain +1.
6-7	The Eva's Leg starts to burn! The Leg Smolders for 1 1d6 Intervals, Synch Disruption +5. Strain +2.
8-9	The leg becomes blackened and crisp, nearly unusable. The Eva is Hobbled for 6 Intervals. Strain +2. Synch Disruption +5, 2 Stress.
10+	The leg is badly crippled, sending both the Evangelion and its pilot reeling in shock. The Eva is Hobbled, the pilot gains 1d6 Stress. Synch Disruption +10. Strain +3.

Evangelion -Kinetic, Head

Result	Hit Effect
1-2	The Eva is knocked senseless. The Pilot must Test Synch Ratio. On a failure, the Eva is Winded until the end of their next turn. Synch Disruption -5. Strain +1.
3-4	The Evangelion is Dazed by the blow and becomes less responsive. The Eva is Dazed for 1for the next 3 Intervals. Synch Disruption -5. Strain +1.
5	The blow leaves the pilot highly disoriented, unable to concentrate. The Pilot is Surprised for 1d6 Intervals. Synch Disruption -10. Strain +1.
6-7	The attack leaves not only the Eva damaged, but the pilot's own head ringing. The pilot is Stunned for 3 Intervals. Strain +2. Synch Disruption -5.
8	The Eva's skull cracks. The Pilot gains 1 Fatigue, and then is Winded for a number of Intervals equal to twice their current Fatigue.
9+	The Evangelion has its head messily removed from its body. The Eva is defeated, and the pilot gains 2 Fatigue and 2d10 Stress from the pain.

Evangelion – Kinetic, Body

Result	Hit Effect
1	The attack misses your Eva, but not your cable. Your Umbilical is destroyed. If you have no Umbilical, nothing happens. Count your lucky stars.
2-3	The force of the blow knocks the Eva off balance. They cannot use Reactions until the start of their next turn, and in addition must test Balance at a -10 penalty or fall Prone. Strain +1
4	The chest armor is torn open, spraying blood everywhere. The Eva suffers a -1 Penalty to Strength until repaired. Strain +1. Synch Disruption +5.
5-7	The Eva's integrity is badly compromised. The Eva lowers its Toughness by 1 until repaired. Synch Disruption +10. Strain +2.
8-9	A solid blow to the chest has the entry plug ringing. The Pilot must Test Physique. On a success, he takes 1 Fatigue. On a failure, he takes 1 Injury. Either way, he is Winded for 2 Intervals. Synch Disruption -5.
10	The attack penetrates deep into the Eva, hitting vital systems. The Eva is defeated. The Pilot gains 2d6 Stress, and must test Physique or gain 1 Injury.
11+	**Plug Breach**. The Eva is torn open by the force. The Eva is defeated. Additionally roll 1d6. One a 1 or 2, the pilot is fine. On a 5 or 6, the pilot suffers Critical Injury. On any other result, the pilot gains 1 Injury.

Evangelion - Kinetic, Arms

Result	Hit Effect
1	The arm is knocked away violently. Anything held in that hand is tossed to 1 Sector further away from the attacker.
2	The wing pylon on this arm is blasted off. Whatever is in that Wing Dock is destroyed or lost for the remainder of the battle. If there is nothing in that Wing slot, treat the Hit Effect roll as if it were 1 instead.
3-4	The Eva is battered and sore, lowering its Strength by 1 for the rest of the battle. Synch Disruption +5. Strain +1.
5 – 6	The arm tears open, leaking blood. The arm is useless for 5 Intervals, and drops anything held. Synch Disruption +5. Strain +1.
7-8	The Arm is wrenched horribly, almost dislodging it. The arm is Broken for 2d6 Intervals, and the pilot is Stunned for 2 Intervals from the pain. Synch Disruption +10. Strain +2.
9+	With a terribly wet ripping noise, the arm is explosively removed from the body. The arm is Broken and destroyed, the pilot gains 1d6 Stress. Synch Disruption +10. Strain +3.

Evangelion - Kinetic Legs

Result	Hit Effect
1-3	The leg buckles slightly under the strain. The Eva is Slowed for 1d6 Intervals. Synch Disruption +5. Strain +1.
4-5	The Eva falls Prone. Synch Disruption -5. Strain +1.
6-7	There is a resounding snap as bone and armor fractures. The Eva is Immobilized for 1d6 Intervals and is also Slowed for 4 Intervals after that. Synch Disruption +5. Strain +1.
8-9	The Eva's knee is shattered, Hobbling it for 10 Intervals. +1 Fatigue, Synch Disruption +5. Strain +2.
10+	The Eva's leg shatters and splinters. The leg is Hobbled. The pilot gains 1d6 Stress. Synch Disruption +10. Strain +3.

ANGEL HIT EFFECTS

Angel -Energy, Head

Result	Hit Effect
1- 2	The Angel takes a -10 penalty to all tests on their next Interval.
3-4	The Angel is Winded on their next Interval.
5 – 6	The Angel's head is scorched. The head Smolders for 5 Intervals.
7-8	The Angel's Head Smolders and it takes a -20 penalty to all Eva Martial or Eva Firearms tests for 4 Intervals .
9	The Angel is Staggered for 1d6 Intervals.
10+	The Angel's head explodes and is destroyed. The Angel is now Blind.

Angel – Energy, Body

Result	Hit Effect
1-3	The Angel's skin blisters and cracks. Lower Toughness by 1 for 3 rounds.
4-6	The Angel's body is scorched, and Smolders for 1d6 Intervals.
7-8	The Angel's body begins to burn to ash. -2 Toughness for the rest of the battle and the Angel Smolders for 1d6 Intervals.
9	The Angel bursts into flames! The Angel is now On Fire.
10+	The Angel's body is a blackened ruin, and it falls to the ground. The Angel becomes Prone, Immobilized and Helpless. All body locations Smolder for 3 Intervals.

Angel - Energy, Arms

Result	Hit Effect
1-3	The arm crackles and spasms. This arm may not be used for 3 Intervals.
4-5	The Angel concentrates on healing the damage. They are Staggered on their next Interval.
6-7	The entire arm is scorched and Smolders for 1d6 Intervals.
8	The arm is Broken for 1d6 Intervals.
9+	The arm is vaporized, Broken and destroyed.

Angel - Energy, Legs

Result	Hit Effect
1	The Angel is pained, and is considered Immobilized on their next Interval.
2-3	The leg is injured, and the Angel is Slowed for 3 Intervals.
4-6	The leg burns. The Angel is Immobilized for 4 Intervals and the leg itself Smolders for 2 Intervals.
7-8	The leg becomes blackened and crisp, clearly unusable. The Angel is Immobilized for 10 Intervals and the leg itself Smolders for 5 Intervals.
9+	The Angel is Hobbled for the rest of the fight.

Angel -Energy, Core

Result	Hit Effect
1-3	The Core heats up, but nothing more.
4	The Core is blisteringly hot now, and Smolders for 1d6 Intervals.
5-6	The Core blackens. The Angel is Winded for 1d6 Intervals.
7-8	The Core burns and the Angel seeks escape. The Angel is Surprised for 3 Intervals.
9 – 10	The Core overheats and dies. The Angel is defeated.
11+	The Angel is defeated. Roll 1d6: on a 4, 5 or 6 the Core glows white and explodes. The Angel is defeated, but deals 1d6 damage +1d6 for every non-destroyed body location Energy damage to everything within the same Sector as an Area attack.

Angel - Kinetic, Head

Result	Hit Effect
1 -2	The Angel takes the blow like a champ, effectively unharmed. It is Staggered for 1 Interval.
3 – 6	The attack leaves the Angel reeling, it may not use Attack Actions for 3 Intervals.
7-8	The Angel is Winded for 3 Intervals.
9	The Angel is Staggered for 1d6 Intervals.
10+	The Angel's head is destroyed, blood spraying everywhere. The Angel is now Blind.

Angel – Kinetic, Body

Result	Hit Effect
1- 3	The Angel is off balance, and may not use Defensive Actions for 1d6 Intervals.
4-6	The Angel is knocked about by the attack, and is Staggered for 2 Intervals.
7-8	The Angels defenses are in tatters. The Angel's Armor is lowered by 2 for 10 Intervals.
9	The Angel bursts open like a ripe fruit, barely holding together. It is Stunned for 3 Intervals.
10+	The Angel's body is a ragged mess. The Angel becomes Prone, Immobilized and Helpless.

Angel - Kinetic, Arms

Result	Hit Effect
1 – 2	The arm tears open, leaking blood. The Angel takes a -20 penalty to Eva Martial for 4 Intervals.
3-5	The arm leaks strange fluids. -2 Strength for 1d10 Intervals.
6-8	The arm is clearly broken, but barely usable. It is Broken for 1d10 Intervals.
9+	The arm is torn apart, Broken and destroyed.

Angel – Kinetic, Legs

Result	Hit Effect
1	The Angel is forced to favor its other leg, and cannot Guard for 6 Intervals.
2-4	The Angel is Slowed for 1d6 Intervals.
5-6	There is a resounding snap of bone, the Angel falls Prone.
7-8	The Angel is Hobbled for 1d6 Intervals.
9+	The Angel is Hobbled for the rest of the fight.

Angel - Kinetic, Core

Result	Hit Effect
1-5	The Core is not obviously harmed.
6	The Angel is Staggered for 3 Intervals.
7-8	The Core cracks, and the Angel flails for escape. It is Surprised for 3 Intervals.
9-10	The Core shatters. The Angel is defeated.
11+	The Angel is defeated. Roll 1d6: on a 4, 5 or 6 the Core glows white and explodes. The Angel is defeated, but deals 1d6 damage +1d6 for every non-destroyed body location Energy damage to everything within the same Sector as an Area attack.

Tumbling Down

Conditions

Terrible things happen to people sometimes. Especially when you are an adolescent fighting powerful monstrosities that can bend reality. Conditions are usually temporary, and last for a duration that is often measured in Intervals. All Interval based duration affect the target (either an Eva and its pilot, or an Angel or some other enemy) until such time as that many Intervals have completed. Conditions gained during an Interval count the end of that Interval towards their duration.

The following list of conditions detail some of the more common conditions that can manifest:

Blind: Physique based skills, Eva Martial tests, and all Reactions have a 50% chance of failing outright before any other roll or mechanic comes into play (though Stamina is still spent on the Action for having attempted it). Ranged Attacks cannot be made at all.

Broken: This condition applies to a specific Arm location rather than the Evangelion as a whole. When an Evangelion's Arm is Broken, that arm may not be used for any attacks, grapples, or talents. Unless otherwise stated, once an Arm is Broken, it remains so until the Evangelion is repaired.

If the same arm would be Broken again before repaired, the arm is instead destroyed. If all arms for an Evangelion are Broken, they have no means left to make physical attacks (though they may still use AT Powers) and are considered Helpless.

Catatonic: When catatonic, an individual may not respond or take any actions and are Helpless.

Dazed: Gains only 1 Stamina each turn instead of 3. If Dazed would be gained again while this condition is already in effect, this condition is replaced with Stunned for the remaining duration.

Fear: You are subject to a frightful situation, and suffer a temporary leave of your senses. You gain 1d6 Stress, and additionally roll on the following table. Once you have suffered the effects of Fear, regardless of in what form, you gain a +20 bonus to all Bravery tests to resist Fear for the rest of the session. Unlike most bonuses, this +20 is cumulative and stacks with itself.

If you should gain the Fear condition while already suffering from Fear, you instead suffer from the Terror condition.

Roll	Name	Effect
1-2	Repulsed	The character is taken aback, recoiling reflexively from the source of this shock and is Surprised until the end of their next turn.
3-4	Frozen	The character freezes up in terror, and is unable to move. They are Immobilized until the end of their next turn.
5-6	Shaken	The character becomes unable to think clearly, making mistakes in their panic. They are Winded until the end of their next turn.

Helpless: All tests to hit this target with a Standard Attack automatically succeed, and may automatically choose your hit location. The attack still deals normal damage. In the event that your attack has an effect determined by Degrees of Success or some other function of the test to hit (other that hit location) the player may choose to roll the test to hit anyway purely for the purpose of determining the result for that effect. Otherwise, ignore that effect when attacking a Helpless opponent.

Hobbled: This condition applies to an Eva's Legs location rather than the Evangelion as a whole. When an Evangelion's legs are Hobbled (representing one of its legs being too damaged to use without it being completely removed) the Eva loses the ability to Guard or Run. Unless otherwise stated, once a Leg is Hobbled, it remains so until the Evangelion is repaired.

If the Hobbled condition is gained again while the Eva already suffers from it, they fall Prone and may not stand again until the Eva is repaired. This represents either both legs being rendered inoperable, or one leg being removed entirely, and the Eva being forced to crawl.

Immobilized: The player may not use any Movement Action, even if it also counts as another type of action. If Immobilized would be gained again while this condition is already in effect, the player is Dazed for 3 Intervals.

On Fire: The Eva is set aflame. No small feat, these fires will continue to damage and weaken the Evangelion until extinguished. At the start of their turn each round, the Eva takes 1d10 Soft Damage. Unlike most Soft Damage, On Fire is treated as Energy damage for any ability or defenses related to Energy Damage.

In addition, if the Eva is so unfortunate as to be hit with the On Fire condition again while already On Fire, they immediately take 10 more Soft Damage. This extra damage is applied only when the new instance of On Fire is triggered, and afterwards the damage per round continues as normal.

Any Evangelion that is On Fire may, as a 2 Stamina Action, test Reflexes to attempt to put out the flames and remove this condition.

Overlap: Signifying that two Evangelion-scale units are too close to be cleanly separate targets, the Overlap condition means that attempts to hurt one can accidently hit the other. This is described as X being in Overlap with Y, which also means that Y is in Overlap with X at the same time.

Unless you are a part of the Overlap, aiming for one of the units engaged in the Overlap means that on a to hit roll (either Eva Martial or Eva Firearms) where you roll doubles (11, 88, etc.) you hit the unit that they are in Overlap with in addition to hitting your target. The original Hit Location roll, as well as damage and any other quality, is applied equally to both, though they apply that damage to their Armor and Toughness separately, as well as roll separate Hit Effects.

If you roll doubles and would miss the original target, you deal damage only to the other unit in the Overlap. If more than two units are involved in the Overlap, whenever an above effect would be applied to the other Overlapped unit, it applies to all other Overlapped units beyond the target as well.

Oversynch: The pilot's synch ratio is dangerously high. Whenever this condition is gained it will have an associated amount (often 1d6 or 1d10). At the start of each turn where the pilot suffers from this condition, that pilot gains that amount of Stress. **Stress from Oversynch is still gained, even if a pilot has experienced a Stress Break this session.**

Prone: Requires the Stand action to get back to your feet. While Prone, enemies take a -10 to hit you with ranged attacks unless they are Engaged with you, but you also take a -20 penalty to Eva Martial. While Prone, you are considered Slowed.

If Prone would be gained again while this condition is already in effect, the player is Immobilized for 3 Intervals.

Terror: As Fear, but instead you gain 1d10 Stress and roll on the following table.

If you should gain the Terror condition while already suffering from Terror, you instead become Catatonic for 1d6 Intervals.

Roll	Name	Effect
1-2	Run Screaming	The character is gripped by their primal instinct to flee, whether they rationalize it or not, and may only take Movement actions for 1d10 Intervals.
3-4	Fainting	The character almost passes out from the experience, and gains 1 Fatigue.
5-6	Snap	The character suffers a mental break, stumbling through the battlefield in a dazed state. They are Surprised for 1d6 Intervals.

Slowed: The Eva's movement is hindered, usually for only a short time. It costs 1 additional Stamina to take any Movement action for as long as this condition is in effect. Multiple instances of Slowed stack and increase the cost of the effect, and may make it impossible for the Eva to move at all due to being unable to meet the cost.

Smolder: Affected body location treats all attacks against it as +1 Critical Momentum until the listed duration ends. If Smolder would be gained again for a body location while this condition is already in effect on that specific body location, the player is set On Fire instead.

Staggered: Gain 1 fewer Stamina on your turn/interval than you would normally (to a minimum of 0). If you would gain the Staggered condition again while already suffering from it, increase the duration of Staggered by 1 Interval.

Sympathetic: While this condition is in effect, whenever the pilot would gain Fatigue as a result of Strain, they must test Physique or Will (pilot's choice) or gain 1 Injury instead.

Stunned: The pilot or Evangelion may take no actions, and immediately drops anything held. They count as having 0 Stamina. If Stunned would be gained again while this condition is already in effect, the player is Catatonic for the remaining duration instead.

Surprised: The character may not make Defense actions or any Attack actions on their turn. Offensive AT Powers count as an attack action for the purpose of this condition. If Surprised would be gained again while this condition is already in effect, the player becomes Staggered as well.

Winded: For as long as this condition applies, any test that the player makes is an automatic failure. If Winded would be gained again while this condition is already in effect, the player falls Prone.

Injury and Fatigue

In situations where a character would suffer extreme pain or stress, or otherwise would be the target of a non-lethal but still non-trivial amount of damage, they gain **Fatigue**. Characters begin play with 0 Fatigue, and can gain an unlimited amount of Fatigue.

Each point of Fatigue imposes a -10 penalty to the Physique score, and a -5 penalty to all other Personal Scores. In addition, it imposes a -5 penalty to both the Eva Martial and Eva Firearms scores, in place of those scores being affected by the changes to the Personal Scores on which they are based. A character may have multiple points of Fatigue, and the penalties are cumulative. While this is obviously more of a threat to the Physique score, if the Fatigue effect would reduce any Personal Score to 0 or less the character passes out. Additional points of Fatigue cannot cause the character lasting harm in any fashion, though being unconscious does, obviously, leave them open to other threats.

Points of Fatigue naturally remove themselves over time. A character may choose to rest for an hour, and take no stressful actions during that time, to Test Physique. On a success, they remove 1 point of Fatigue. Sleeping for 8 hours removes all Fatigue, no roll required.

Injury represents more serious bodily harm. No mere paper cut, every Injury indicates significant and debilitating damage. Mechanically, Injury is treated the same as Fatigue, but with some differences. If the total penalties to Physique from Injury exceed the total Physique of the character under normal circumstances, the character gains a **Critical Injury** (see below). Injury heals at a rate of 1 per week, and testing Physique may not accelerate the process.

Critical Injuries invariably require hospitalization and treatment for the pilot to get over. A Critical Injury has the same penalties as a normal Injury, but it does not begin to heal until the end of the **next** Act. After the next Act is over, the pilot heals Critical Injuries at the same rate as normal Injuries.

When a character has both Injury and Fatigue at the same time, reduce the character's Physique from the Injury first. If the Fatigue then reduces their Physique to 0, the character passes out. Only if the penalty from Injury alone is enough to reduce their Physique to 0 does the character gain Critical Injury.

In the case of a combination of normal Injuries and Critical Injuries reducing Physique to 0, the pilot cannot operate an Evangelion until at least one Injury has healed. If the penalty from Critical Injuries alone is enough to reduce their Physique to 0, the pilot passes out for 8 hours, will not be able to participate in this Act's Angel Battles, and automatically fails any Physique tests. At the end of the **current** Act the pilot heals one Critical Injury but the others persist until the end of the **next** Act where they begin to heal as normal.

Synch Disruption

The pilot's control of their Evangelion is based primarily on empathic control. While this might be done reliably and consistently through concentration in ideal conditions, in the stress of battle a pilot's Synchronization Ratio is likely to fluctuate wildly.

Many results on the Hit Effect charts will list 'Synch Disruption' followed by a + or – sign and a value. So a 'Synch Disruption +5' would raise your SR by 5, and a 'Synch Disruption -10' would lower your SR by 10.

All Synch Disruptions are cumulative over the course of the battle. Any changes to your Synch Ratio, Synch Disruption or otherwise, persist until the end of the battle in which they occurred. Unless otherwise stated, you will begin your next fight at the normal Synch Ratio of your character.

Strain

Synchronization with an Evangelion is more than transmitting your thoughts to the cybernetic war machine around you. The telepathic contact runs both ways, and critical injuries to the Evangelion can inflict massive amounts of pain on the pilot. On top of that the physical exertion on the human body being carried around inside of the much stronger and faster Eva can have a cumulative effect as well.

These factors and more are represented by the Strain mechanic, which represents how much pain a pilot can tolerate before it begins to affect their performance. A Pilot's resistance to Strain is measured by their Strain Threshold, which is normally equal to their Physique Bonus. High or low Synch Ratio will modify this Threshold, but it can never be lower than 1.

On many Hit effect results, it will list 'Strain +' a number. In every battle, the pilot has a Strain Score that is increased whenever such Hit Effect results are rolled. Whenever the Strain Score is greater than the character's Strain Threshold, the Character gains 1 Fatigue and the Strain Score resets to 0, though further Hit Effect rolls can and will cause it to rise again.

Chapter 10: After Action

Collateral Damage

An Evangelion scale fight involves a level of firepower that is truly devastating, especially if you happen to be fighting in a city or similarly developed area. There, even a conservative fight can lead to massive damage to the Evangelion's surroundings. By either the use of especially destructive attacks, reckless fighting, or simple bad luck, the battleground surrounding an Evangelion can quickly become a pile of burning rubble. Events that occur during the battle dictate the level of collateral damage inflicted on the surrounding city, and this collateral damage has consequences. Some of them impact the pilots' lives directly, but many more ruin the lives of others in a way that is almost entirely off-screen.

As the battle progresses, consult the following lists of triggers to determine what your Level of Collateral is. Your Level of Collateral is always equal to that of the highest level that has been triggered this fight. No number of lower level events can compound into a higher level event.

After the fight, roll once on the chart of appropriate Collateral Effects for your Level of Collateral, as well as all lower Levels of Collateral. Having higher levels of collateral damage not only causes worse results, but more.

The Levels of Collateral, from least to greatest, are:

Mild: A Mild Level of Collateral means that the fight against the Angel was highly successful, often causing damage to your surroundings that can be excused purely as the result of negligence or poor coordination.

Moderate: A Moderate Level of Collateral damage causes significant damage to your surroundings, but not enough that it exceeds Nerv's ability to handle the situation.

Heavy: A Heavy level of Collateral Damage indicates that something went wrong this fight, and likely means that hundreds of lives were lost on the ground. Nerv may yet salvage the situation, but not without great cost.

Devastating: A Devastating Level of collateral is usually evidence of gross negligence and total disregard for human life, or a truly terrifying Angel that nearly obliterated Nerv HQ. The battlefield is roughly indistinguishable from the target of a massive bombing campaign, or even the site of a WMD.

Events that can trigger Levels of Collateral Include:

Level	Triggers
Mild	An Evangelion falling Prone.
	Missing a ranged attack.
	Use of a weapon with the Scattershot quality.
	An Evangelion-scale target has been set on fire!
	An Evangelion has lost a limb!
	The fight has gone on for 5 or more rounds.
	Use of Full Auto.
	Drop a held item or weapon.
Moderate	Use of a weapon with the Area, Implosion or Repulsion quality.
	Use of a weapon with the Line quality.
	An Evangelion has been defeated by a Hit Effect!
	The fight has gone on for 10 or more rounds.
	Being attacked while in Cover.
	You fight more than one Evangelion-Scale target (such as multiple Angels).
Heavy	An Evangelion has gone Berserk!
	More than one Evangelion has been defeated by a Hit Effect!
	The Geofront has been breached by force.
	The Nerv HQ building has taken damage.
Devastating	Use of an N2 Mine.
	The Geofront is totally exposed!
	The Nerv HQ building has been destroyed.

Collateral Damage Effects

At the end of a battle, the Angel being dead means that you have succeeded. But the amount of Collateral Damage done in the process answers the question of "at what cost?"

Once you have determined your Level of Collateral for the battle (based on the highest level trigger that occurred during the fight) roll once on the following chart for that level of collateral damage, as well as once for each lower level. Keep in mind that these effects do not represent the sum total of all damage done to the area as a result of the battle, but rather a sort of highlight of some random details of that damage.

If, for whatever reason, it is impossible for the result to apply, roll again.

Mild

Roll	Effect
01-03	Someone, who shall remain nameless, has stepped on the car of a local political official. Thankfully, no one was harmed.
04-06	A major intersection in the middle of the city is closed for repair work. Traffic is a mess until it is fixed.
07-09	A city park is marred by a giant footprint. Nerv argues that it should be left as a landmark of the historic event before eventually turning it into a duck pond.
10-12	Local bakery flattened!
13-15	The entrance to one of the underground emergency bunkers is ruined during the attack. Those inside are trapped until an excavation team cuts open a hole a week later.
16-18	Local office building crumbles. No one is harmed.
19-21	Shopping mall hit by debris. Only the food court is left standing.
22-24	Nearby apartment building is damaged during the fight. Occupants are moved into temporary housing.
25-27	Retirement home flattened. Several dead.
28-30	Shell casings litter the streets, in some cases crushing whole cars.
31-33	Nerv receives several thousand requests to repair windows shattered during the battle.
34-36	Damaged office building is declared structurally unsound after the battle and is demolished.
37-39	Evangelion Umbilical cable drags through a street, crushing cars and street lights.
40-42	All of the power lines on main street are down. Citizens complain.
43-45	Main street is in flames! Fire department rushes to contain the damage.
46-48	Cave in blocks subway!
49-51	Launch port blocked by wreckage! Repair crews rush to make it usable in time for the next Angel attack.
52-54	City skyline filled with cranes as repairs continue.
55-57	A minor celebrity is found dead in the wreckage after the battle. The nation mourns.
58-60	White girl goes missing during the Angel attack. Newspapers talk about nothing else for the next week.
61-63	Major road into the city is destroyed. Many commuters, including Nerv employees, are perpetually late for work.
64-66	The city's central administration building is destroyed. City employees are temporarily relocated to NERV. The base is crowded and everyone is grumpy.
67-69	Nerv public broadcasting crashes during the fight, taking most other televised content with it. Maybe you should read a book instead.
70-72	All civilian communication systems are down for 2-3 days.
73-75	Food stores destroyed during the attack, emergency rations are flown in until a more extensive resupply effort can be organized.
76-78	Despite the efforts of cleanup crews, large splashes of blood mark the city until the next rainfall.
79-81	Warehouse full of goods destroyed. Nerv billed for compensation.
82-84	In the chaos of evacuation, many pets are abandoned. Packs of wild dogs roam the street.
85-87	Public water system damaged. Only Nerv facilities have flushing toilets for the next week.
88-90	Nerv HQ suffers minor damage throughout its internal structure. It is nothing that cannot be fixed, but all elevators are off-limits for 7-10 days
91-93	Low income housing district goes up in flames. Only the church is left standing.
94-96	For reasons unknown, Nerv institutes a military-enforced curfew for several days after the battle. What are they afraid of?
97-99	A photogenic orphaned child becomes the focus of a series of sad news stories.
100	Roll again twice.

Moderate

Roll	Effect
01-03	An evacuation train is derailed during the fight. Several die, and many more are injured.
06-09	A major street has flooded with water due to a ruptured pipe.
10-12	Fires spread throughout residential district.
13-16	Fires spread throughout office district.
17-19	Fires spread throughout shopping district.
20-22	The pilot's school is damaged, and closes for several days.
23-25	The pilot's school is destroyed, forcing them to have class in some other, less suitable, building for the foreseeable future.
26-29	A city's historic landmark is destroyed or damaged during the fight. Tourism (if any) takes a dip.
30-32	The favorite restaurant of one of the pilots closes. It seems that the owner died during a recent attack.
33-35	A public hospital is demolished in the attack. Nerv's private infirmaries are opened to the public to handle the wounded.
36-38	A power substation explodes! Some sections of the city are without power for days.
39-42	Explosive equipment failure injures Nerv personnel.
43-46	Police station destroyed. Looters take advantage of the disorganized police force in the coming days.
47-49	Battlefield sectioned off by biohazard teams. Access to the area is restricted for days.
50-52	The remains of the Angel obstruct the battlefield. It takes Nerv crews weeks to fully remove them.
53-56	Fires on the surface spread to sewers. Fire department run ragged to prevent city-wide catastrophe.
57-59	Local schoolchildren trapped in wreckage. Not all of them make it out unharmed. All pilots gain +1 Stress from the backlash at school.
60-62	Several shops close as store owners choose to take their business elsewhere.
63-65	As a result of the battle damage, the Magi refuse to fully shut down Nerv's combat resources. At the time the civilian population leaves the bunkers, structures such as turrets, launch ports and other tools are still plainly visible, causing unease.
66-68	Local radio talk show host demands that the Nerv Commander be held accountable for the damage… before he suddenly disappears.
69-72	Local church goes down in flames, trapped petitioners perish.
73-76	After the battle, strange lights can be seen in the sky at night over the battle zone. Scientists blame the AT Field. All pilots take 1 Stress Damage over the course of the next week.
77-79	An NPC that the players know has been injured!
80-82	The battle has taxed Nerv's reserves. The players have 1 less Nerv Resources to spend on the next Angel fight.
83-87	A large crater is left over from the battle. Nerv fills it with water and reclassifies it as a lake.
88-91	The pilot's favorite NPC has been injured!
92-95	Medical facilities stretched to their limit as hospitals overflow with the critically injured. Injuries gained this fight take twice as long to heal.
96-99	Power supply becomes unreliable, -1 Umbilical next fight. Extras may still be purchased.
100	Roll again twice.

Heavy

Roll	Effect
01-05	Fires rage through Nerv HQ! Damage to several systems. -2 Nerv Resources next fight.
06-10	An NPC that the pilots know has been permanently injured!
11-15	Fires sweep through city! Thousands without homes or jobs!
16-20	The pilot's home has been damage! They are forced to live elsewhere for some weeks before it is repaired.
21-25	Panicked civilians flee city, leaving behind empty homes and empty streets.
26-30	Nerv funds used to build an Orphanage for those whose parents were killed during the Angel attacks. It is named after one of the pilots. That pilot gains 1d6 Stress.
31-35	Riots break out in city, military intervention required to break them up. All pilots gain 2 Stress.
36-40	Weapons cache explodes, claiming the lives of nearby Nerv officers.
41-45	One other collateral damage effect rolled this fight never gets fixed, leaving a permanent reminder of this event. If no viable targets for this permanency exist, roll again.
46-50	Nerv's security network is compromised by the battle damage. Sneaking in and out of the city just became a whole lot easier…
51-55	In an effort to sidestep budgetary constraints, Nerv temporarily scraps some of its Evangelion-scale weapons. For the next fight, any and all "Starting Equipment" is not free.
56-60	An NPC that the players know has been killed!
61-65	Contact with outlying detection systems has been lost. The next Angel shows up one Sector closer to Nerv HQ than they otherwise would.
66-70	Nerv is publically denounced by the UN as being unfit to combat the Angel menace, and its budget suffers accordingly. The Players have 4 less Nerv resources to spend on the next Angel fight.
71-75	Nerv, in an effort to raise money, lends much of its prototype Evangelion weapons to foreign militaries for study. All weapons cost 1 more Requisition than normal next fight, including weapons that would otherwise cost 0 Req like Starting Equipment.
76-80	An Evangelion accidently obliterates an armored battalion on loan from a national government. Reparations talks are already underway, but the pilots may not make use of the Tank Barrage ability next battle.
81-85	Morale plummets as the death toll continues to rise. All players lose 1 Luck, to a minimum of 1.
86-90	A critical ammunition depot erupts into an enormous fireball, killing Nerv personnel and costing Nerv billions in lost assets. Players may not deploy with, or request during the battle, additional clips of ammunition.
91-95	Part of the armory collapses, crushing everything stored in that section. One Technology of the GM's choice (other than General) is totally unavailable to the players' next fight.
96-99	Nerv is forced to enter to negotiations to increase its budget, which take some time to conclude. All pilots have 1 less Req to spend next battle.
100	Roll again twice.

Devastating

Roll	Effect
01-07	Power grid in ruins. All non-essential systems are offline for days. Evas are forced to deploy with Mobile support stations for the next fight in the Base of Operations
08-14	Critical supply shortage! All players have 1 less Req to spend next fight.
15-21	Total carnage! Bodies line the streets, and an NPC that the players know is among the dead! All players gain 1d6 Stress.
22-28	Nerv is running low on spare parts for the high-maintenance Evangelion weapons. Melee weapons based on a Technology cost twice as much Requisition next fight.
29-35	Repair facilities flooded! Two Evangelions of the player's choice deploys to the next fight without repairs.
36-42	Newspaper headlines declare that Nerv is dangerously close to losing the war against the Angels. As morale plummets, it may yet be a self-fulfilling prophecy. All pilots have 1 less luck (to a minimum of 0) until the end of the next fight.
43-49	With the recent damage to the city, Nerv simply cannot justify costly new additions to the Evangelions. Until the end of the next Angel fight, pilots may not purchase Upgrades for their Evangelions.
50-56	Nerv's data resources are stretched to their limit trying to handle all of the damage calculations and projections to cover the current holes in the system. There is simply nothing left over to devote to theoretical physics simulations. Until the end of the next Angel fight, no *AT* talents may be purchased.
57-63	Given the state of affairs, Nerv becomes overprotective any injured pilots, and forbids them any strenuous or risky activity. Any pilot who ended the battle with one or more Injury cannot purchase any *Physical* talents until the end of the next battle.
64-70	Given the extend of the damage to the internal computer network, Nerv takes the opportunity to do a system overhaul. Unfortunately, this means that the pilot simulators are down. Until the end of the next Angel fight, no *Combat* talents may be purchased.
71-77	A broken pipe has flooded the entire Evangelion armory with Bakelite! It will take weeks, maybe even months, to fully excavate and clean everything inside. All pilots have 2 less Requisition to spend next fight.
78-84	Magi Offline! Nerv Resources are halved next fight, and the players cannot roll on the Magi effects chart.
85-92	The Angel takes advantage of Nerv's weakness, gaining 1 extra point to spend on situational effects.
93-99	Nerv is unprepared, and the next Angel increases its Difficulty by 1.
100	Roll again twice.

Stress

Piloting an Evangelion is an incredibly self-destructive activity. On the one hand you have the issues of being put into such a high risk position where your life and many others, possibly even the fate of all mankind, rest on your performance. The incredible pressure that puts on a person would be extreme for even an adult pilot, much less an adolescent. In addition to that you have new risks the likes of which there is no preparing for, attacks against your mind and soul from the Angels or even just too much exposure to the very beast you pilot.

From the moment that an Evangelion Pilot is chosen, they are almost destined to buckle between the weight of these problems and more. In AdEva, this is handled by Stress.

Stress accounts for things that slowly push you over the edge. Extreme pain, emotional distress or even just feeling helpless and alone can all push you down the path of Stress. But as unpleasant as these are, there is some comfort to be had in knowing that these are the sort of things that can happen to anyone. Stress also represents the new threats to your mind; things that simply do not happen to those beyond the walls of Nerv. Exposure to hostile AT Fields or contact with the mind of an Angel, these things change you on a level that is hard for psychologists to pin down because your psyche is not where the real damage is.

The Downward Spiral

Over the course of play, AdEva characters will be exposed to Stress. As this happens, they will gain Stress in varying amounts and add it to their Stress pool. Stress builds up over time, and the amount in those pools carries over between sessions.

However, when the Stress in your Stress pool equals or exceeds your pool size (so 25/25 Stress, or even 27/25) then you trigger a Stress Break. A Stress Break causes the Stress in your Stress Pool to reset to 0, but for your Stress Pool to permanently reduce its size by 5. So a Stress Pool of 25 would become 20 during the first Stress Break, making it easier for you to suffer another Stress Break in the future which would reduce your Stress Pool size to 15, and so on.

In this manner Stress lowers over time, as you can handle less and less strain. Should your Stress Pool be reduced to a maximum size of 0, the pool instead resets to 10 and can no longer be reduced. Once your Stress Pool has reached this stage, every Stress Break triggers a Breakdown.

Milestones and Breakdowns

Whenever a pilot suffers a Stress Break, they also undergo either a Milestone or a Breakdown. **At every odd numbered Stress Break, a pilot suffers a Breakdown, while at every even numbered Stress Break, they experience a Milestone.**

Breakdowns, as mentioned in Character Creation, are when a character's Symptoms go wild and control the character's life. In addition to the roleplaying aspect, there are a few rules for what happens during a Breakdown:

- The character cannot gain any more Stress in the session in which the Stress Break that triggered the Breakdown occurred.

- The character loses the ability to Trigger their Symptoms or Destrudo for Luck.

- The character must behave in a way that is in accordance with their Breakdown description. These actions should usually cause significant setbacks to the character or the group as a whole. If the GM decides that an action is not in keeping with a Breakdown's description, or if he believes that the player is "pulling his punches", he can declare that the character must take a different course of action or spend 1 Luck.

- A Breakdown has a duration that is dependent on the character's current Doom. The GM may rule that the Breakdown's duration does not begin until the next session, if he feels that it would be more appropriate to the game's situation. Additionally, a GM may extend the duration of a Breakdown if he deems that there has not been enough game time committed to its play.
  - Doom 0 – 2: 1 session.
  - Doom 3 +: 2 sessions.

Milestones are pivotal encounters in the pilot's development. The player's Destrudo, Symptoms, or relevant Drawbacks become a significant scenario for the game's story during a Milestone. After a session where a Milestone was triggered, the GM will discuss which of the pilot's Symptoms or Destrudo that the player wishes to highlight and any relevant details the GM might need in order to craft this portion of the story. Milestones have fewer rules than Breakdowns do, but they are as follows:

- The character cannot gain any more Stress in the session in which the Stress Break that triggered the Milestone occurred.
- The GM may delay the arrival of the Milestone to the next Act if he feels its inclusion would be disruptive at the time.
- A Milestone has a maximum duration of 1 Act.

While a Milestone does not control a character's behavior like a Breakdown does, it is still an ordeal for them to go through. Milestones are never pleasant experiences, as they are centered on the character's weak points. It is very likely that a Milestone could cause another Stress Break and consequently, a Breakdown. While a Milestone is ultimately up to the creativity of the GM, the following are common Milestone scenarios.

- An Angel that can only be defeated by the pilot confronting their weaknesses.
- A drawn out, social event that threatens to make the pilot's Destrudo or Symptoms public knowledge.
- A new or existing NPC involves the players in their own situation, which has unnerving similarities to the pilot's.
- An unusual situation arises that brings one or more of the Pilot's Drawbacks to the forefront, and severely impacts their ability to accomplish their goals.
- The GM secretly enlists the aid of the other players to craft a scenario where the pilots directly engage with the character's flaws.

Whatever the scenario, at the end of a Milestone, the player receives 30 XP and 3 Enrichment. This is the **Milestone Reward** as the ordeal has made the pilot grow stronger—if potentially less stable. Optionally, at the end of the Session, the GM will secretly ask the other players about what they thought about the player's roleplaying during the Milestone. If even one player says that it was above average, exciting, or some other superlative, the player also gains 1 Luck at the start of the next Session.

Managing Stress

Depending on circumstances or if you've just been unlucky, you may find that you want to reduce the pilot's Stress. The method for dealing with Stress is Catharsis.

Catharsis works similarly to your Breakdown, including the restrictions on your actions. Unlike a Breakdown, however, you gain Stress as normal, it only lasts one session, and you are free to gain luck from Triggering your Destrudo and other Symptom (as long as it would still be in alignment with your Breakdown description). At the end of a Session in which you use Catharsis, you remove 1d6 Stress but you cannot lower your Stress past the next multiple of 10. As an example, if you have 23 Stress and you rolled a 6, you Stress is reduced to 20.